

SUC-SESSION

THE MAGAZINE FOR THE SINCLAIR ZX SPECTRUM

**Metal Man:
Finally hacked!**



August 2016
Issue 72



New computers, new games, news from the demoscene

Show report
Hints and tips
News from all over the world
and much more

FOR SUBSCRIBERS WITH SCENE+ DISK/TAPE

The newest and best programs delivered to your door

Hello SUC-Session readers,
welcome to the new SUC-Session which now again changed its design. Of course we develop further to a better and better magazine. This affect the content as well as the design and even the translation. This issue is the first with the help of several translators. I hope we can dispel the prejudice that good english magazines have to be produced in the UK. As a club we will do this together and we hope of course for more articles from the english speaking readers

We appreciated the many offers to help us and the many new readers who joined us with this issue. This is the second highest growth rate of our readership in the history of the mag since I (Thomas) took over the mag back in 1994. We want to get THE magazine for the Spectrum, but we know that we are not at this point yet. We can only archive this goal together and we are glad about so much response from Italy, Spain, Hungary, Denmark or Czech Republic. Continue like that and spread the word. We don't have a reward for recommendations, but the magazines improves the most of we have more international readers.

A lot we do just in the background So we have talks to producers of other magazines and designers and improve step by step also administration and homepage. Nevertheless or maybe because of this reason we were unable to finish this issue as fast as we wanted. But we are sure this will level off with the next issues. Currently we are going many new ways with new people in our team and it just needs time.

The Spectrum-Scene lives more than ever before. While testing the programs I have noticed how many programs were released in the last years and we have not reported about them. This we make up. But there is also a lot to tell about Hardware. Therefore we need your help. From "Spectra" to "Vega" we have written about a lot of hardware, but without detailed usage test. For what you need an "Interface1bis"? What can the "Harlequin 128" really do and is the "Just Speccy" just a Speccy? Many questions and you (our readers) have the answers. So write us and you get rewarded (see next site about prices and contributions).

Articles that we receive, we will categorize into our categories . But we also make an extra-category if your article does not fit into one of the standard-categories. Maybe in some issues we might not fill every standard-category, but we have a rough structure and in future can produce the magazine faster and easier.

Now we wish you a lot of fun with the current issue and hope you like it and our development.

Your club manager and editor

Mirko and Thomas

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IMPRINT

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NEW PRICES FOR SUC-SESSION AND SCENE+

Dear friends of the Spectrum,
we finally found a way how you can get a first class coloured magazine delivered straight to your postbox and also how to get issues totally for free.

The production of such a coloured magazine is not cheap, but the distribution via PDF allows everyone to save money and read online or print himself. Therefore we charge just a small amount which is also to cover other club costs. I want to point out that whether I nor Mirko has any benefit from this work. It is important for us that you know that we do this work totally without getting even one Euro, our payment is that we help to keep the Spectrum scene alive.

Here are the prices for 3 issues (planned for 1 year):

- Pack 1: SUC-Session printed, with SCENE+ disc magazine (MB02/Opus/+D) or tape, delivered to your postbox: **26,00 Euro**
- Pack 2: SUC-Session printed, with SCENE+ disc magazine as Tap-Download: **20,00 Euro**
- Pack 3: SUC-Session as PDF download with Scene+ disc magazine as Tap download: **6,00 Euro**
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Instead of money payment, you can pay in SUC-coins. 1 coin is worth 1 Euro. You can get SUC-coins for the following work:

- Send in an article, when we print it **2 coins**
- Send in own programs, previously unreleased.
- When we release it on SCENE+: **8 coins**
- Translate articles, german-english or english-german: **1 coin**
- Hack or convert a program to Opus/+D: **2 coins**
- No coins so far for small readers letters, but if we make an article out of your readers letter, you will get **1 coin**

This means, you only have to send in 1 article per issue, to get SUC-Session and Scene+ as download totally free. Who want the printed issue with real disk, have to earn more coins, but with writing a program or alternatively three articles and two translations, you've done also enough work to cover the costs. So you really have the possibility to use your contribution to our magazines as complete payment for any package of the magazine you want.

It is not essential that you have already a paid subscription to earn SUC-coins. You can just send in articles and you'll get the points when the articles are printed. Then you can use the coins to buy our magazines.

The coins will be managed in our SUC-database and are yet not seenable online. We work on a solution to tell you in regular intervals how many coins you have. The coins do not expire.

Everybody can decide himself, if he want to be an active part of the readership and get SUC-coins for it, or if he support us financially buy buying the mags.

About this ideas we want of course your feedback. Please write us, tell us your ideas, suggestions, rejection or or approval. We are happy about any kind of feedback and we hope of course that you keep supporting us and we can continue to produce great magazines.

Regards

Mirko and Thomas

READERS LETTERS

Hi Thomas,.

of course I want to stay even 2016 member of the SUC. As I read, price of package 1 is €26. No Problem. Please tell me the corresponding bank account.

About the floppy disks: at the +D only DD disks work properly. I have tried several HD disks and have blocked the index opening in the Disk Corner so its recognized as DD Disk. There always appeared Error Messages. And I have copied a few programs from cassette with the +D to floppy disks. With DD disks all went well, as far as i formatted them before, and I could load the programs properly from floppy disk back into the computer.

Because this works fine, I would need more DD disks, and I hope you know where I can buy these disks.

Many greetings from the Eifel , Lothar Ebelshäuser

Hi, Lothar, luckily I do not have the problem! The MB02 uses HD floppy disks. But there are still even DD disks available, on eBay you can find several suppliers. Just use a search term "DD floppy disks" for google. The few suppliers that sell new disks are not cheap, of course. Expect around 1.40 euros per disc. Ten years ago, they cost about 25 cents. So a price jump of almost 500%. Should have to back all my money in disks... But we were not entirely dumb, we bought a few hundred in stock for the supply of the SCENE + DD disks, so we have enough for the next years.



Hello Thomas and Mirko.

Thank you for the new edition and fine that it goes on! I think the new price is really good I will very gladly subscribe at least one of the two PDF versions.

I just found a small mistake about the date of the ZX81 meeting (which is now already over).

Which program is used for the SUC? Perhaps I can offer some support, I could design a layout, which can be used as a base.

If you can be at the team meeting in Mahlerls, we can talk about it.

Best regards and good luck for 2016! Mathias

Hi Mathias,

yes, there was an error in the date of the ZX81 meeting. However, this time we print the link to an online calendar, so everybody can check before booking. Mistakes are always possible. To create the mag I am using a normal PC, a normal monitor and the open-source program "Scribus" for the layout. The program Scribus seems to me partly in the development, but as the club is not making profits, the purchase of a professional DTP program is utopian.

My suggestion: Come to our team. You will be provided with all the necessary texts, images, etc., and you could do the layout work.

Joachim wrote us an interesting question:

Hello Thomas,

do you remember when the Spectrum in Germany was first introduced?

Greetings, Joachim

Unfortunately I don't know exactly. I am not a user from the first minute, I got my first ZX Spectrum late, in 1985.

Experience has shown that the Spectrum was available at many small retailers directly after launch in the UK in April 1982. But there was not an official distributor. Later in 1983, the Jürgen Schumpich GmbH in Unterschleissheim near Munich took over the task of selling the ZX Spectrum in Germany. To support the market presence, the Jürgen Schumpich GmbH sales a "spectrum user tape". This was virtually the first precursor of the scene + Magazine, but there was never more than one issue. This only tape was published in 1984, so I assume that the market introduction was around the year 1983. Because of this delay, the C64 in Germany advanced to the top which the spectrum never caught up. The Speccy simply arrived too late in Germany, while in UK it was the Number-one !

Hi Thomas,

many greetings from the northern Flensburg, together with a question to the Sinclair Spectrum:

What command can switch the Sinclair 128 to a Sinclair Spectrum 48 k with a 128 KB RAM memory? I mean, that this command with „USR 0“ ,or I believe something with USR, started 128 mode.

I'm running my ZX Spectrum under the MS-DOS emulator Realspectrum using the EXE files RSZX1, RSZX2, RSZX3. This highly reliable emulator doing this very well and save from crashes. *very happy*

I wish you happy holidays and a happy year beginning in 2016.

Please answer my question as soon as possible.

Fritz Johannes Carstensen

Hi Fritz,.

the command is: USR 0

Enter in the 128 k mode and the ZX Spectrum went into 48 k mode with access to the 128 k RAM banks. The AY sound chip can be addressed always anyway, regardless of whether 128 k mode or 48 k mode is active.

Geetings, Thomas

Hi Thomas,.

Thank you for answering my question, the sequence of commands I had in my mind.

After studying the Sinclair 128 ZX + manual I found out another command, which acts in the same direction... Start the Sinclair 128 + 128 mode... Then enter the command „SPECTRUM“ to get from 128k mode to 48k mode. Then use the command (2 * 65535)-a USR 7962. In the 48 k mode, you also have 103 k RAM available.

The line here is 131070 USR 7962... (the real 48 KB Sinclair, the line is: 65535-USR 7962.

After some time various command get lost in brain if the machine is not steadily used.

In the time, when the Spectrum had its heyday it was nice. But today you can see young smartphone users who only stares at the touch-screen of their mobiles and rattle with their head against the lamppost. I also have a Smartphone, but mostly using it for emulating the Sinclair ZX Spectrum, or as a TI-59 calculator. Now, the C16 and the c64 users of the Commodore community suffers under the shrinkage phenomena. However, the astronomy as well as the amateur radio people and the sports clubs are suffering under member loss. Now to my running:

My rig is a Windows 10 PC with DOS-box 0-74, a spectrum emulator "Real-Spectrum" an emulator Spectaculator running well, but without Opus discovery. I use SD-Card as Drives, 100 MB ZIP drives, USB 2.0 drives and fire wire. Best running Windows 10 with the spectrum basic from the real spectrum and the Spectaculator. Such possibilities we

should have years ago .

How is the situation in the „Sinclair Community“? Is the spectrum hardware gradually running out?. On EBAY you can achieve high yields at the sale for a 48 kb original - spectrum with rubber keyboard. Now a company has released a new "Vega-spectrum" for games? Really true? Is there provided a keyboard and a basic setting you can program? Would be very nice.

Now in mathematics there are computational processes, specifically in the Infinitesimal calculation, that forcing results must be accurate to 6 or 7 digits behind the decimal point. It is known that from 9.5 is rounded up to 10, at 9.4 is rounded down to 9. The spectrum does the following: no matter whether the result of 9.5 or 9.9 shows. He grades down to 9,0... (ABS and INT/command). The spectrum can represent quite 23 places behind the decimal point, however as a "String".. but in computing, he gets his problems there. The TI-59-TI 58 calculator makes it more accurate, although he also often quite 0.99999 instead of a properly full "1". (Integer problem). The TI uses the integer in memory of-32767 to + 32767.

See the Declaration of the variable of a program as "real" or "Integer" at the beginning of the Pascal program in Turbo Pascal 5.0.

I have set up my computer so that I can run in the DOS box 0.74 my old basic languages like Turbo Basic, Q-Basic, spectrum Basic, Turbo Pascal 5.5, EP-Basic, and GW-Basic. You can theoretically start Windows 3.1 compiler and emulator of C++ under DOS-box. But caution is advised. You should know what you are doing. Pressing the ENTER-key in the wrong place ... and already you have a floor damage in the software. Because that you should read, read, read... "RTFM ="Read The Fucking Manual"

To my chagrin, I must admit that I dont have any original ZX Spectrum. An old Toshiba 8000 laptop with Win ME is used as the Sinclair "real spectrum", and a XP machine from Toshiba also runs as a Sinclair spectrum... loads the programs of the Cassettes through the SoundBlaster with real spectrum very good, but also with the Spectaculator, as safe as the original spectrum.

In recent times, I had old TI 59 programs from the 'Texas Instruments' written to guide for the Sinclair ZX Spectrum. Here, you can compute $Z = R + j\omega L$ or $1/Z = (1/R + 1/j\omega C)$ properly.

The Sinclair spectrum is well designed for these applications. Of course you can play also. This area however is not my world.

So Thomas, that's it from me from Flensburg.

Fritz Johannes Carstensen

*Hello again to Fritz,
a mobile phone is also for the Spectrum-user a helpfull thing. Being it emulators, use as a compendium (Google) or to download programs (these can be transfered to the Spectrum via the earphone port), it is just another way to show how the Retro- and the modern world act together. Currently you can see a lot of these examples at Spectrum-shows. So the scene is*

changing, but gets bigger in my eyes. Also the hardware is not running out, next to old used Spectrums from the 80s there are now also more and more new machines on the market. Some are complete like the Vega, others are just to DIY-sets that fits exactly in the old cases, such as Harlequin, Just Speccy, Chrome and more. Also Mini-Computers are equipped with Emulators, an example is again the Vega, but also a Rasberry Pi can do the job. For playing games we have some tipsps for you in this mag and the best programs we deliver to you on our SCENE+.

Hello together,

they were even good news. I like the magazine awarded and I would opt for the download version (package 3).

Think it's good that you can pay also through participation. Would therefore like to know whether there are any articles left from me, so I have a credit balance from previous subscriptions?

In any case, your work is great and I hope we get back a little bit of momentum in the spectrum scene.

Will continue to provide you with articles within my means.

So, let's hear how it stands.

kind greetings

Harald

Hello Harald,.

We have even articles from you for the next issue. But you can always send us something new again. There is nothing to say against 2 adventure solutions in one issue.

Joachim has written a test program for Sinclair 1 und 2 Joysticks.

```
10 CLS
20 PRINT AT 0,4;"Joystick-Test"
25 PRINT AT 10,4;"STOP mit Leertaste"
30 LET b$=" " : REM 7 Leerzeichen
40 LET c$=""
50 LET a$=INKEY$
60 IF a$="0" OR A$ >="6" AND a$ <= "9" THEN LET
B$="Joystick 1"
70 IF a$=a$ >="1" AND a$ <= "5" THEN LET B$="Joystick
2"
80 IF a$="1" THEN LET c$="links"
90 IF a$="2" THEN LET c$="rechts"
100 IF a$="3" THEN LET c$="unten"
110 IF a$="4" THEN LET c$="oben"
120 IF a$="5" THEN LET c$="fire"
125 REM
130 IF a$="6" THEN LET c$="links"
140 IF a$="7" THEN LET c$="rechts"
150 IF a$="9" THEN LET c$="unten"
```

```

160 IF a$="8" THEN LET c$="oben"
170 IF a$="0" THEN LET c$="fire"
180 IF A$=" " THEN STOP
190 PRINT AT 5,4; b$; AT 5,18;" ";AT 5,18; c$ : REM
wieder 7 Leerzeichen
200 GOTO 50

```

have fun by testing! :-)

Greetings,
Joachim

Hello Joachim,.

You can improve things: what are you doing in line 190: seven spaces ??.

In Line 30 you already declared the 7 spaces as "b\$".

If you take the CLEAR command on line 10 instead of CLS, all variables are deleted. So you dont need the command in Line 40 : LET c\$ = "" .

Have you tested the INPUT Command at Line 50? You can optimize the program there, then it looks like this:

```

10 CLEAR
20 PRINT AT 0,4;"Joystick-Test"
25 PRINT AT 10,4;"STOP mit Leertaste"
30 LET a$=" " : REM 7 Leerzeichen
40 LET c$=""
50 INPUT INKEY$
60 IF INKEY$="0" OR INKEY$ >="6" AND INKEY$ <= "9" THEN
LET B$="Joystick 1"
70 IF INKEY$>="1" AND INKEY$ <= "5" THEN LET
B$="Joystick 2"
80 IF INKEY$="1" THEN LET c$="links"
90 IF INKEY$="2" THEN LET c$="rechts"
100 IF INKEY$="3" THEN LET c$="unten"
110 IF INKEY$="4" THEN LET c$="oben"
120 IF INKEY$="5" THEN LET c$="fire"
125 REM
130 IF INKEY$="6" THEN LET c$="links"
140 IF INKEY$="7" THEN LET c$="rechts"
150 IF INKEY$="9" THEN LET c$="unten"
160 IF INKEY$="8" THEN LET c$="oben"
170 IF INKEY$="0" THEN LET c$="fire"
180 IF INKEY$=" " THEN STOP
190 PRINT AT 5,4; b$; AT 5,18;a$;AT 5,18; c$ : REM again 7
Spaces
200 GOTO 50

```

;) have not tested it, have fun by running it! Now, who writes a machine language program ?

**Claudius Rebhan still wants more graphic on the spectrum:
Hello!**

Have another question about multi colour. You wrote „more pictures at 128K Mode“ Is this the same for 48K Speccy, and only has to load more screens?.

Regards, Claudius Rebhan

The 128 k has the same resolution and colors as the 48 k. However, the 128 k has a special feature, namely a second screen memory (bank switching).

You can see easily how a screen memory works. Enter into the ZX Spectrum :

POKE 16384,255

You will see a line at the left top of the screen. That's because you describe a location in the screen memory. The line consists of 8 points, which is the value 255. At a value of 1, it would be just one point, the value is the corresponding points in the binary code. If you would paint a whole picture now with these values, this would only need a fraction of a second, but anyway this can last too long for graphical effects. The second screen memory enables special graphical effects, it's faster to switch to the other screen memory, instead of building a whole picture. Graphic effects thus are:

-Interlace (higher resolution)

-overlay of the two screens , that provide more colors and mix the colors

-Multicolour

Most effects flickers a bit. You can see this well in the demos of de Marche, for example

<https://www.YouTube.com/watch?v=JbUmibsKstg>

Of course, multi color works without 128 k, but usually only in the small area, such as sprites. If you want to create big images in multi color, just as in the above demo, then you need necessarily a 128 k with the second screen.

Besides, more memory can mean also more graphics, more music and more effects.

Hello!

Also a question: is this only possible in demos, or are in-game effects possible?

Because it often flickers, you should not putting it in games, actually it is only used for demos. Usage in games is theoretically possible, practically it is an intense thing always with timing.

An example: You fly the space ship through the screen, there is an opponent, you shoot down the opponent. The computer calculates your spaceship, the opponent and the shot.

Next time shoot, you miss the opponent and there appears a second opponent. Now, the computer must calculate your space ship, 2 enemies and 1 or even 2 shots. You see the same game can request much differently calculation power, but always needs to show the same look. No one wants a game which will be slower if more enemies appear on the screen. Therefore, you waive effects that would need such an effort to a processor while playing.



ReVerSE-U16 is the name of a new developer board from the Ukraine. It's very small and can be spotted as a miniature version of the well known Pentagon Evolution (Pentevo) computers. The board's size is 70x55mm and it's based on an Altera Cyclone IV FPGA softcore programmable chip. Users can program one of the following computer configurations, including non-ZX platforms, however a JTAG programming cable is needed for this:

- ZX Spectrum (Speccy)
- SoCZ80 (socz80)
- Zet (zet)
- Quad Speccy (quadspeccy)
- TS-Conf (tsconf)
- ZX poly (zxpoly)
- NES (nes)
- Atari 800 XL (atari800)



The most interesting configurations are TS-Conf and Quad Speccy. TS-Conf is a known Enhanced ZX Spectrum platform, known from Pentevo computers. It can do several graphics resolutions, moving with screen data and has many colours. There are several

demoscene portal pouet.net. The ReVerSE-U16 also emulates a TurboSound FM sound card with YM2413 OPLL wavetable synthesis chip. Together with the super file manager Wild Commander you can easily run TAP/TRD/SCL/SP

G files as well as showing Amiga IFF or BMP pictures (in relevant resolution and colour depth) or play AY/TSMF music.

Quad Speccy is another alternative, perhaps even more interesting. This configuration can run up to four Pentevo

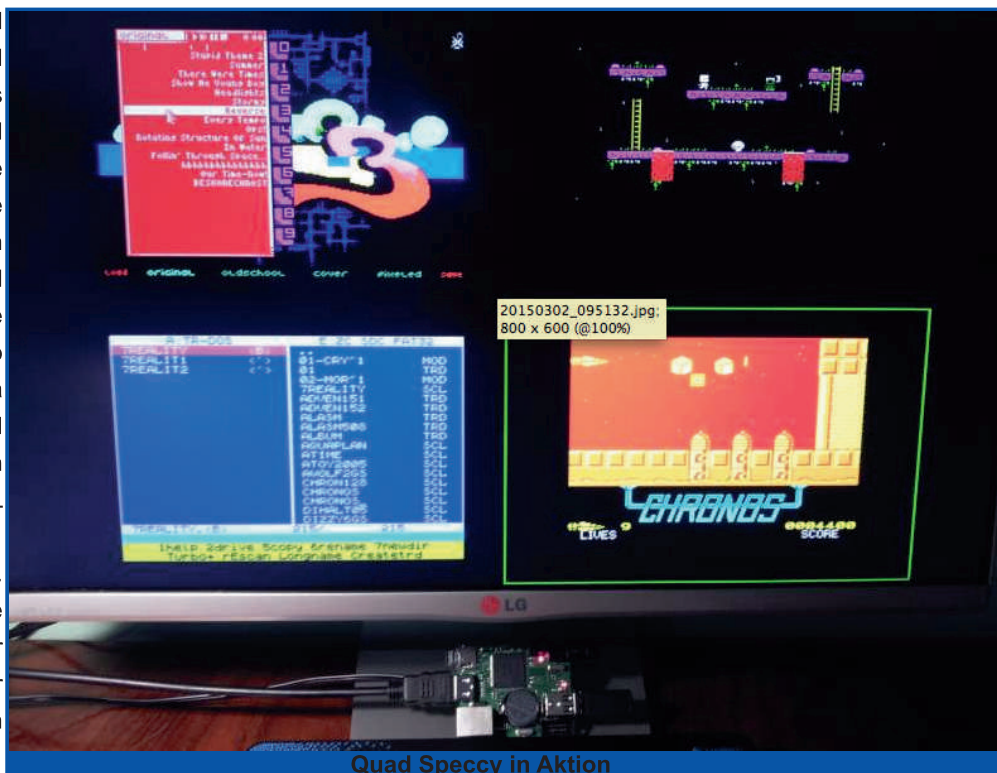
Spectrums at once, having them run simultaneously. User can switch through the four emulated computers by F-keys on the keyboard.

The motherboard is powered by a +5V DC adaptor (or by a USB cable after a slight modification - soldering skills required). For the video-output a HDMI connector is used. However you can use any HDMI2VGA or HDMI2DVI adaptor available on the market, if you don't have a HDMI capable display. The problem is, that the sound output is only on the HDMI port, so if you wish to connect the board to your HiFi, you'll need such a converter with audio jack output. Also, not every monitor works with the board. I've tested several VGA monitors with the converter cable but none of them worked, however if you own a modern HDMI based TV or monitor, it should work. Next, there are two USB ports for your keyboard and mouse and a microSD slot for the storage card. The whole board is backed up by a standard CR2032 cell battery to store your RTC and other configuration.

The board can be obtained directly from MVV Project, who's making a very small batches from time to time, but for very fair prices.

However for ordering, you'll have to contact MVV personally. He usually replies in Russian language only, so count with that. Payment is done via Western Union and prices differ by programmed configuration.

All configurations can be downloaded from the GitHub site: <https://github.com/mvvproject/ReVerSE-U16>



Quad Speccy in Aktion

c=2307.0

Factor6

Faudraj - the VGA scandoubler for ZX Spectrum

The forum about Quad Speccy configurations is here: <http://zx-pk.ru/showthread.php?t=23528&page=16>

Also, here's the TS-Conf related forum:

<http://forum.tslabs.info/viewtopic.php?f=31&t=401>

There is a thread about ReVerSE-U16 also at speccy.pl (by zaxon)

(in Polish): <http://speccy.pl/forum/index.php?topi>

Have you ever envied the Amiga users their ability to relatively easily connect their computers to the VGA monitors and show 15kHz

PAL modes? There are several kinds of so called scandoublers, i.e. devices that you connect between your VGA monitor and a computer that convert the PAL 15kHz television signal to the modern 31kHz display device. But what about us, the Spectrum users? Here are good news. There's a solution, too. Not so elegant, but cheaper and working. Bad news is that it's not for all Spectrum models and even more, there's no company or enthusiast who would produce such devices, so if you want one, you have to build it by yourself or ask someone with SMD soldering skills (hi Ingo and Ben).

- 11 - BRIGHT -> 128K ULA pin 22
- 12 - SYNC -> 128K ULA pin 23
- 13 - n/c
- 14 - n/c
- 15 - n/c
- 16 - n/c
- 17 - CLK17 -> 128K ULA pin 1
- 18 - n/c
- 19 - n/c
- 20 - n/c

The thing I'm talking about is called Faudraj. The name is a truncation of V3 [V drei], but I have actually no idea why the author choose this name. It's a little SMD board containing programmable Xilinx chip, a VGA connector, a pin connector, crystal, capacitors, resistors and some other parts. The device is capable to connect with these computers:

- PMD-85
- Didaktik M (ULA1 or Baltik)
- ZX Spectrum 48K (ULA 6C001E7 only)
- ZX Spectrum 128K or +2 grey
- ZX Spectrum 128K +2A or +3
- Sharp MZ-800
- Amstrad CPC 464, 664 or 6128

As you can see from the list, not all Spectrum models are included. This depends on the firmware version already written. For example, the author didn't own all 48K Spectrum models so he made a program for one ULA version only. I own the +2 version. A big advantage is that the device can be internal, inside your Spectrum. It's connected from the pin-socket with a flat cable soldered to certain pins on the ULA chip inside the Spectrum. The connection scheme (for 128K and +2) is the following:

Connection of the Faudraj with the Spectrum 128K and +2 (grey):

```

=====
(Faudraj PIN - destination -> description)
-----
 1 - jumper1 -> OFF=normal, ON(GND)=VGA picture freeze,
input is via 10k resistor on +5V
 2 - jumper2 -> OFF=normal, ON(GND)=color inverse, input is
via 10k resistor on +5V
 3 - jumper3 -> see Additional intensity table, input is conducted
via 10k resistor on +5V
 4 - jumper4 -> see Additional intensity table, input is conducted
via 10k resistor on +5V
 5 - GND -> ground (to jumpers)
 6 - GND -> ground
 7 - +5V -> voltage
 8 - RED -> 128K ULA pin 21
 9 - GREEN -> 128K ULA pin 20
10 - BLUE -> 128K ULA pin 19
    
```

Additional intensity table:

```

=====
switch3  switch4  function
-----
OFF      OFF      normal
ON       OFF      scanlines (every odd half-line has higher
intensity than even)
OFF      ON       additional intensity used for all colors
(except black), that don't have higher
intensity
ON       ON       additional intensity used for all colors
(except black).
    
```

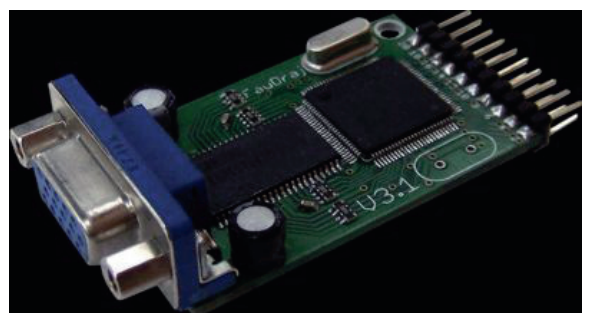
If you want to connect the Faudraj with another Spectrum model or computer, let's look at the project website www.8bit.8u.cz/Files/Faudraj/ and click on "popis pripojeni" in the table. There's also a part list, assembly scheme, xilinx files and source files to download for each computer model. If you're not good at reading Czech language, try to translate the site using Google translator. When you have your board successfully assembled, the last step is to program the Xilinx chip using JTAG programming cable.

The output picture quality is phenomenal, hardly recognizable from a fullscreen emulator picture. The last bad news is that the author has stopped the development a few years ago so there's no progress with this device anymore.

The project's website with all necessary files, links and documentation:

<http://www.8bit.8u.cz/Files/Faudraj/>

Factor6



Beta – Disk Data

We have studied the EPROM images by BetaDisk 2016 at the meeting of the ZX TEAM in Mahlerls.

There we noticed that some images from the EPROMS did contain no useful text, other EPROM images had more meaningful character and text.

I've sent two screenshots, both show the address 7600 h image vision 1.0, and a vision of 1.8 It is apparent that in the version 1.0 the characters look somehow strange and unreadable look.

We assumed that the EPROMs in some BETA DISK interfaces had swapped cables to the EPROM, and I started in the search for proof.

Result: The data line D0 and D7 are reversed in some interfaces!

Let's take the vision 1.0 from address 7600 h. It says "Hex number" (text in the EPROM Image) however, the E in hex and the A in number somehow look strange. I've made a table and investigated these numbers

```
7584: EC 62 E4 6E E4 6E 6E E4 6E 00 44 E4 7A 2E 5A E0  ibänännän.Dáz.Zä
7600: 68 6C 8C 48 E4 78 2E 5A E0 68 6C 8C 54 E4 78 74  hlHex.ZählTäxt
7616: AC C8 6E 6E EE 8C 5A E0 68 6C AC C8 6E 6E EE 00 ~ËñfiZähl~Ëñfi.
7632: CC E8 74 20 C2 4C 52 8C CE 68 6E E4 20 C2 4C 52  Iët ÄLR!Ihnä ÄLR
7648: 00 F5 C5 E5 EA 26 58 36 46 A2 94 20 7B E1 C1 F1  .8Ää&X6FçI {äÄñ
```

I don't know whether it is clear at this point:

The data line D0 and D7 are reversed. This means that if a zero in both D0 and D7 are stored in binary, the commutation does not affect, as well, if two bits is a 1. But D7 1 and D0 0, or D0 1 and D7 0, at this situation the value is distorted by the Exchange.

I'll try to write a converter that exchanges back these places. You can test 7600 h (30208 Dec) and look at the address, whether or not is there more readable text. Depending on whether one has a beta disk with swapped data cables, you have to burn the EPROM image before converting.

We didn't get out the idea, why the D0 and D7 are swapped (copy protection?) , maybe someone of you has information about.

We are not sure whether it will really a copy protection. But we can state that an image from a such EPROM in an emulator without conversion would not work.

Dieter Hucke

ZX video on YouTube

It is already known, that videos about Spectrum or even demos and games can be watched on YouTube. The videos in the Spectrum format can be produced with the divide and the software "Divideo", even that should be known, it is already about 6 years old and nothing new. But now on YouTube some videos have appeared, which refine it to better quality. The video format have been digitized in the spectrum, the music is however complete on AY implemented. The pieces of music are done very well. As mentioned it is not digitized, but newly implemented on AY. I don't know which software was used for generating this videos, the video quality is not always exhilarating, but I think the songs are very nice. The creators of the videos clearly comes from Russia, I realize that from the Cyrillic text. But I find no further clues, therefore here at first the internet address of the channel:

www.YouTube.com/channel/UCnxVC22YJ3hcbYFNBTaitg

There are some Russian songs included, I didn't know before. But also international hits. The implementation of "Take on me" (A-ha) i like the most. This Song has been already converted in the 90s by Qjeta of MQM Team, but this version seems to be more complex by the instruments. I'm not sure whether the Creator here has used an emulator and possibly was able to use more than the 3 AY channels, but if its really a pure implementation of AY, then I would hope the songs would occur also separately.

Spectra 128 interface

We had already reported about the Spectra interface, that provides (not only) a RGB Terminal for the ZX Spectrum 48K. This interface is now also available for the spectrum 128, older interfaces for 48K can be fitted/upgraded (+ 2A / + 3 conversion should still follow). Although the spectrum 128 / + 2 has already a RGB output, but this output often is not recognized from modern televisions, since it lacks a switching signal. The spectra has this signal implemented correctly, and also has several functions and allows to better color resolution (32 different display modes).

Unfortunately the Spectra interface color modes are not often supported by actual programs, but this may change soon. Meanwhile, it is a good RGB interface. The Interface is described here:

www.fruitcake.plus.com/Sinclair/Spectrum/Spectra/SpectraInterface.htm

It will be available at www.sellmyretro.com soon, i think.

Spectrumania video online

Marco Ese has made a very nice video from the last Spectrumania in Wittenberg. The video was been edited and is now available in the network. For all participants as a reminder and for all who were not there as a little insight, here is the video on YouTube:

https://youtu.be/93dRe6_O9IY

Kempston mouse conversions

Velesoft has created a new version of the Kempston mouse interface, and for this interface there is also newly converted software. New to the range are now: F.I.R.E., XCEL, Iron Lord, Belegost and Genesis. To download on <http://velesoft.speccy.cz/kmsoft.htm>

Fathers of the pixel Monster (Original title in German TV: Väter der Pixel-Monster)

The german television channel ZDF has posted on its information channel ZDFinfo a documentation, which deals with the origins of the game scene in the UK and of course with the spectrum. This documentation is very interesting and just under 1 ½ hours. In addition to the ZDF - media library it can be seen on YouTube: <https://www.youtube.com/watch?v=JmqadiwJNto>
Thanks to Bodo Langer for the note, I would have missed it.

Spectrum Vega +

After the successful launch of the ZX Spectrum VEGA, now there is the successor in the wings: ZX Spectrum VEGA +.

This new device is now more similar to a PSP, the screen is integrated into the device and it has a cursor-cross as a joystick. Otherwise, not much has changed, you can play any spectrum game with this device. The financing has been secured and the production for the pre-orders is running. If it continues as in the VEGA, then the series production will begin, and the unit will be available through various channels (E.g. Amazon).



And another ZX Spectrum: SpecNext

The Super Spectrum SPECTRUM-NEXT is still in planning, for that we waited 30 years!

Full software compatibility with the old spectrum, even most of the hardware will run at the extension port. More and faster RAM memory, multiple video modes (more colors, higher resolution), SD card slot, HDMI output... The spectrum of the next generation is currently in project stage and in the financing phase. If there are enough interested parties, it is to be realized.



JHCon has become a traditional meeting of ZX Spectrum fans from the Czech Republic. This year it was its 14th issue. Since popular ZlinCon parties disappeared in the early 2000s, there was missing a ZX show at the end of the year. So in continuing of the Zlincon tradition, Martin Kukac, known as Logout, managed to make a similar party located in a gymnasium building, the school he used to attend, in Jindrichuv Hradec [read: Hradetz]. Because there were not many Spectrum users around who wanted to come, there was never a problem to fit all the people into one classroom as well as a sleeping room next door.

This year, everything went as usual. We arrived on Friday at about 5 pm. Before our arrival we bought some food in a local shop and went to the party place. We were surprised that there were already a lot of people. We started to unpack our hardware while a bunch of people went out to do some geocaching. I had a Pentagon Evolution rev.B computer (version from 2009) known as Pentevo and a ZX Harlequin in the case from a Delta Spectrum + (which took a lot of interest). As I found out, my LCD monitor LG1721A doesn't work with Pentevo's VGA output (50Hz) so I had to connect it to a video projector. Meanwhile I saw a strange light reflection on the classroom's door. The light was from a LED lamp from guys behind the main door - Leszek Chmielewski, Stefan Egger and Pavel Vymetalek. I quickly ran to open the main door as I was the only one together with Solaris104 (Karel Ondracek) who stayed in the building. We greeted and chatted with the guys when the rest of people came back. Sadly I don't remember the order which were people coming in. Then we all went to a dinner to restaurant an the Castle (Na Zamku). In the meantime, some people weeded out ATMs for some cash and I made a traditional running race around pillars in the archway on the Lower Square with P0ke (Petr Petyovsky). At the castle restaurant, there was a lot of noise as usual so I ate my dinner quickly and asked Logout for the keys and went back to the party place together with some other people. Then I was solving the monitor problem and drank one of Fritz-Kolas brought by mikezt (Michal Jurica) from Germany. Therefore I didn't sleep that night at all, as I was overdosed by caffeine.

On Saturday, I had a tea with hot water from the WC's water supply (not the closet!), as this was the only hot water achievable because nobody had an electric kettle. Tornado (David Csuros) brought Trdelnik - classic sweet pastry from Slovakia, so that was the breakfast for most people. At the show there were these people present: me, TDM, Pavel Vymetalek, mikezt, Solaris104, Martin Borik, Busy (Slavo Labsky), P0ke, Tornado (David Csuros), Martin Lukasek, Radek Suk, Noby (Jaroslav Smetak), Sillicon (Tomas Svoboda), diZZy (Vaclav Kruml), Springy, a chap whose name I don't remember, Logout, Viktor, UB880D and maybe some more people I don't remember. Dex (Jiri Dolezal) with his huge computer collection announced his attendance, too, but he had a traffic accident on a motorbike few days before the show, so unfortunately he couldn't come. In

the morning, I was solving the problem with updating Pentev's firmware and with mikez's help I was successful. Since that I could run TAP, SCL and SPG files. At 11:30am every people got in their cars and went to Nova Bystrice [read: Nowa Bistritze], a small town on the Austrian border about 15km far from Jindrichuv Hradec. We went to lunch there and then to a local museum of veteran cars, which was very cool. There was even a DeLorean, such like from the Back to the Future films. Right after we came back to the party place, I started my quiz. The task was to name a game from the screenshots of known ZX Spectrum games being step-by-step uncovered on the bigscreen. I had a little problem with my old Toshiba laptop but Martin Borik lent me his Lenovo so I presented the show on that. I think the joke with Artist II screenshot was very funny and we were laughing a lot. Also, our foreign visitors could learn new words like "two" = "dva" when guessing game sequels. Next up was Busy's turn and his presentation of his new 1K intro called FADE 3, which uses a new technique of showing blocks of pixels, using a very clever algorithm based on $SQR(a^2+b^2)$ mathematic equation. Then P0ke showed his ZX



Spectrum Vega and it's cons, like that some demos requiring exact timing don't work on it. I also found that my game

Boovie 2 has been cut off by intro and stored in the Vega as a snapshot, even the music has been cut. That disappointed me as I did the translation of the intro and new graphics specially for the Vega. Concerning machines at the show, there were these: Two Sam Coupes, black Didaktik Gama '88, about two Spectrums 128K (toastrack), some +2s, diZZy's +2B with thermometer and a MIDI keyboard, Leszek's rubber Speccy with mechanical keyboard, STMZ800 (hardware emulator of Sharp MZ-800 and other machines including Spectrum), V6Z80P+ board, TDM's synth MicroKorg XL, P0ke's ZX Vega and Sillicon's C64s. The Saturday dinner was booked at Indian restaurant, but I didn't go because I was overeaten and tired.

The second night was better for me, I even didn't notice (almost) Tornado's snoring. In the morning, I ate some sweet pastry and had a hot cocoa from the school's drink automat. I also couldn't stand the absence of showers so I washed my hair in the wash-basin on the toilets. Then I decided to go to the town's Christmas market together with P0ke and diZZy to buy presents for my family, but when I came to the first stand, I had to buy a cute rabbit hat so I had to go back to take more money from the ATM. Then I bought some more little things and after our comeback to the party place everyone were ready to go to the traditional JHCon Sunday dinner in the Udirna (Smokehouse) restaurant. I ordered a beet-burger and I was

surprised it was with meat. OK, I must count with this next time. Right after comeback to the party place everyone started to pack their stuff. We paid a voluntary entrance fee of 128 CZK and made a group photo on the stairs. Then we said good bye to the rest of people and went home.

JHCon was never a strict Spectrum only action, but as time flies, many people are interested in other computers like vintage Macintoshs, old handhelds, Linux devices etc. as well as other vintage 8-bit machines, so every year, visitors can see many different computers there. Due to extremely high inquiry in the last years, visitors have to subscribe at the organiser's email. There was a year that many people wanted to come but there was no space for them. The party classroom is relatively small and has space for only about 20 people (chairs and tables). That's why JHCon has no official English website and information about the party is more or less spread by email or on Facebook. However, this fact doesn't mean the organiser doesn't want to see new people coming, but all this is about space. If you want, you can come, but discuss this with Logout first in an appropriate time advance. The date of the every next party is being announced about three or two months before.

Factor6

Editor: Thanks for this report about a pre-christmas Spectrum-User-Meeting in Czech Republic. Wo want also be a part of that, should contact the organizer "Logout" via our club manager.



HINTS 'N TIPS

Captain Kook Teil 1

Hello adventure freaks,

today we have picked up a more unknown adventure named „Captain Kook“ from the publisher Silent Corner. It was released already in 1989. In this two-part-game the player takes the role of Captain Kook, who is on a long interstellar mission through space with his ship Quareen. He is in stasis sleep in his cryochamber, as a shipwide alert wakes him up. As he can see, a great fire has damaged the most of the engine room and he is at least able to land the ship sure on an unknown planet nearby. So we know, what to do - all we want is find our way back home and leave this planet as soon as possible. But before we can do this, some riddles have to be solved.

So this is the short background story to this adventure. At part one which we have today, we only visit 14 locations in our solution, but things are not as easy as they may look like. The most difficult task is to find things in this game for often you cannot see them directly. During our walkthrough you may understand what we mean. It is very important to read the location descriptions very carefully to get the most of information for the solution. Also the introtext is very interesting, so take the time to read it.

Now we will start to solve part one of the game, which takes place on the ship itself. Hope our hints/tips/map and walkthrough may help you if you have got stuck. More about Captain Kook in the second part of the solution.

Here we got with the description of the rooms and the items you can find:

- 01) The bridge of the survey-ship Quareen
- 02) The teleport chamber / spacesuit, remote control
- 03) The weapons room / security hatch
- 04) The V-O drome
- 05) The galley / large metal canister
- 06) The blackened remains of the engine room
- 07) Records and stores compartment / plench, readout, deciphered copy, resistor, card, lump of saturnium
- 08) The communications room / message
- 09) The auto-navigation room
- 10) The planetary information compartment / ball, pair of gloves
- 11) The laboratory / lever, small phial
- 12) The interior of the booth / coil of rope
- 13) The energy conversion plant / powerpack
- 14) The observation dome / radio

So that's it already. For our solution you don't have to visit more rooms. So we go on with the solution steps:

We start in stasis sleep somewhere on the bridge of our small spaceship...

push red button, d, x bulkheads, get suit, wear it, u, e, s, s, sw, s, get plench, n, nw, n, stop disc with plench, s, se, ne, remove suit, open tap with plench, l (8x), wear suit, sw, pull lever, nw, touch set, se, ne, n, n, touch hatch, d, x recess (we find a interesting looking ball, but yet we keep away from it), x recess, get gloves, wear it, get ball, u, s, put ball in cavity, spin ball:

videorb with
handling gloves
spacesuit
operational radio
remote control
card
phial

remove gloves, drop it, s, sw, break panel with lever, d, x paraphernalia, get phial, enter booth, get rope, out, u, nw, touch set, x printer, get message, se, s, x computers, get readout, feed message into slot, l (do this 14 times – wait and tea), x slot, get copy, read it, type issue resistor, type issue card, type issue ore, get all, drop copy, n, ne, open pad, insert resistor with plench, drop plench, touch pad, sw, nw, n, n, put ore in chute, get powerpack, s, s, se, move left, pull ring, put powerpack in radio, get radio, wear it, help, tie rope to stanchion, d, d, enter booth, insert card into aperture, put readout on glass, x readout:

V55 39-1/2...uncharted

V55-39-3.....2329 <- We need this and therefore remember it

V55-39-4.....1842

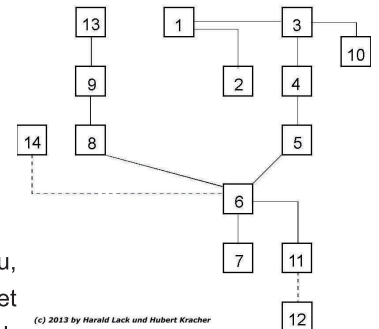
V55-39-5.....4985

V55-39-6.....3242

V55-39-7.....9327

V55-39-8.....6335

V55-39-9.....3008



(c) 2013 by Harald Lack und Hubert Kracher

get readout, get card, out, u, ne, n, get gloves, wear it, get ball, n, w (Kreeg reports), push blue button, d, x banks, get remote, key 2329, push button, enter pad

So this is already the unspectacular end of the first part of this adventure. We write down the code for the second part and then we can go on with the exploration of our surrounding and the plan of our return to our home planet.

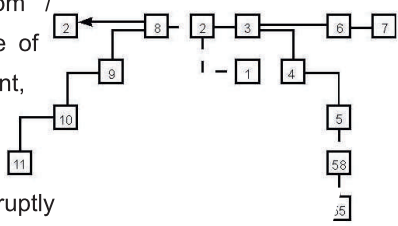
Here we are with the second part of our adventure solution for „Captain Kook“. After the relatively small und not too hard first part, we come now to the second part and the end of our project. This second part is per se also not „too“ big, but got a tunnel sequence with 41 locations, so at the end we have far more rooms than in the first part. But therefore the tunnel sequence is

loveless, the description is always the same and so this whole section is a bit boring. There are not even different directions so you could walk in the wrong direction. But ok, we stop moaning, there are again hidden items to find and the one or other mystery to solve. So let yourself be surprised.

As for the start we present as usual the rooms with items and our map:

Captain Kook Teil 2

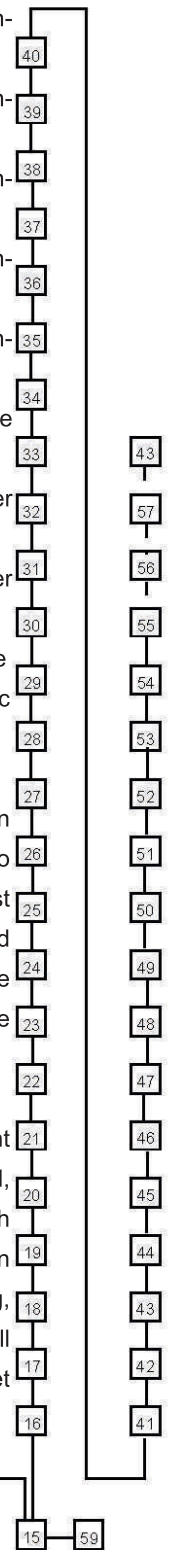
- 01) The crater of a dormant volcano / large imposing statue, radio
- 02) A large cave inside the volcano / casket, remote control
- 03) The hot and humid confines of a tight and twisting tunnel
- 04) Base control room / cyanide charges, piece of rag, glass fragment, diode
- 05) A dimly-lit chamber
- 06) The tunnel ends abruptly
- 07) A basalt outcrop on the slopes of the volcano / large granite boulder, chunk of lodestone
- 08) The interior of the robot's head / length of fluorescent rope
- 09) Aided by the dim lighting you carefully pick your way down a rusted spiral staircase
- 10) Further down the unsteady staircase
- 11) It's brighter here at the bottom of the staircase
- 12) Motu Nui landing pad
- 13) A clearing in the forest
- 14) A dusty track which cuts a winding path through dense scrub and large tree stumps / stone table
- 15) A gloomy chamber with hanging cobwebs / mutekey, web
- 16) A dank and murky tunnel leading north-south A
- 17) A dank and murky tunnel leading north-south B
- 18) A dank and murky tunnel leading north-south C
- 19) A dank and murky tunnel leading north-south D
- 20) A dank and murky tunnel leading north-south E
- 21) A dank and murky tunnel leading north-south F
- 22) A dank and murky tunnel leading north-south G
- 23) A dank and murky tunnel leading north-south H
- 24) A dank and murky tunnel leading north-south I
- 25) A dank and murky tunnel leading north-south J
- 26) A dank and murky tunnel leading north-south K
- 27) A dank and murky tunnel leading north-south L
- 28) A dank and murky tunnel leading north-south M
- 29) A dank and murky tunnel leading north-south N
- 30) A dank and murky tunnel leading north-south O
- 31) A dank and murky tunnel leading north-south P
- 32) A dank and murky tunnel leading north-south Q
- 33) A dank and murky tunnel leading north-south R
- 34) A dank and murky tunnel leading north-south S
- 35) A dank and murky tunnel leading north-south T
- 36) A dank and murky tunnel leading north-south U
- 37) A dank and murky tunnel leading north-south V



- 38) A dank and murky tunnel leading north-south W
- 39) A dank and murky tunnel leading north-south X
- 40) A dank and murky tunnel leading north-south Y
- 41) A dank and murky tunnel leading north-south Z
- 42) A dank and murky tunnel leading north-south AA
- 43) A dank and murky tunnel leading north-south AB / fuel transporter
- 44) A dank and murky tunnel leading north-south AC
- 45) A dank and murky tunnel leading north-south AD
- 46) A dank and murky tunnel leading north-south AE
- 47) A dank and murky tunnel leading north-south AF
- 48) A dank and murky tunnel leading north-south AG
- 49) A dank and murky tunnel leading north-south AH
- 50) A dank and murky tunnel leading north-south AI
- 51) A dank and murky tunnel leading north-south AJ
- 52) A dank and murky tunnel leading north-south AK
- 53) A dank and murky tunnel leading north-south AL
- 54) A dank and murky tunnel leading north-south AM
- 55) The tunnel comes to an abrupt end / large capsule, fuel transporter
- 56) Standing inside the open-topped transporter A
- 57) Standing inside the open-topped transporter B
- 58) The ore processing chamber / large capsule
- 59) A spherical chamber packed with archaic apparatus

So these were the locations for our solution hints. From our sight there is nothing more to say, so we continue with the solution. In the first part we have explored our spaceship and found a few useful items. Now we are outside of the spaceship on a strange planet with even some vulcans and this is how we go on...

wipe statue, key 1835, push button, mount head, push button, e, d, d, drop ball and card, remove gloves, drop it, u, x corner, touch keyboard, x hole, get all, u, w, shake phial in rag, put phial in mouth, e, e, wipe plate with rag, drop all except charges, touch plate, throw all charges, remove suit, drop it, e, x boulder, get lodestone, w, get all, wear suit, w, w, get casket, open door, get rope, d, d, d, drop diode, cut rope with glass, drop glass, tie cord to casket, tie strand to



lodestone, lower casket, lower lodestone, raise lodestone, raise casket, get saturnium from casket, (Now go up and down until we get back the diode, this is our only source of light, but you need to have patience until it works), raise casket (if it is just down), drop it, u, u, u, w, e, d, d, get card, put it in slot, s, sw, push tree, put rag on table, get rag, ne, burn bracken, d, x skeleton, get mutekey, get web

Important: The tunnel we are now entering is about 40 rooms long. Sooner or later on our path we meet a spider – mostly somewhere near the 15th room. With the spider net we can catch her. We need the spider to go on.

N (28 times until we get to the transporter), push transporter north, n (12 times until end of the tunnel), drop all except diode, get capsule, go transporter, push wall, drop capsule, get out of

transporter, push transporter north, n (12 times or till end of the tunnel), get all, n, feed mutekey into hole, put saturnium on pad, touch hatch, get gloves, drop web, get spider from web, put spider on ball, touch hatch, put gloves on pad, get capsule, s (41x), e, put capsule in chute.

That's it. The „final message“ appears and we have solved the adventure. After that we learn that all this was planned and part of a secret plan. As for this, we couldn't get informed before. Well, in the future it is also not different as in the present world. But now we can finally make on the way home safely.

See you next time at this place with a new solution.

(c) by Harald Lack und Hubert Kracher

SPECTRUM SOFTWARE FROM 2014 TO 2016

Due to the long time between the issues of our magazine, many games have been published about which we did not report yet. This article shall give an overview about the releases from the middle of 2014 (when the last Scene issue was planned) until today. We noticed that more and more Spectrum software appears, so we start with this issue to report about the programs up to the change of year 2014/2015. In the next issue we want to cover 2015 completely and after that we want to close up to the current state.

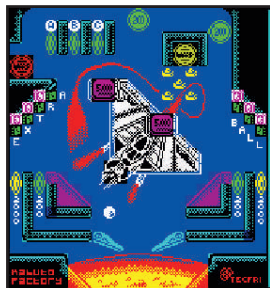
Let us start with the games.

Game Scene 2014

Indeed we have tried to list all games, but probably we didn't succeed since everywhere in the world Spectrum programs are still being released and there is hardly any common platform. Apart from that, there are many Russian programs on TR-DOS and here they are only accessible to Beta Disk users or on emulators. However we always try to transfer the best programs on MB02, Opus and +D and release then on our SCENE+ floppy disk.

Speed Ball – Kabuto Factory

Speed Ball is a pinball simulation, which was introduced on a Spanish Arcade party. There are 3 versions, which differ only by their background. Technically it is three times the same game and even if I am always pleased to see something new and the topic "Pinball" is not covered very much so



far on the Spectrum, this game ruins my nerves. The ball is slow and beeps every time it hits something. During this beep the already slow animation stops and leads to even more jerking. On my scale of 100 points this game just gets 15 points, and this

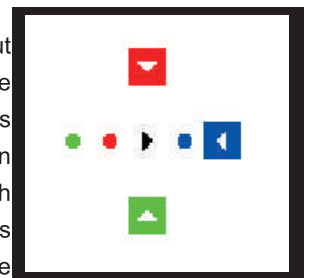
only because of the fair graphics and the introducing AY sound. However that's it already, the playing fun tends to zero.

Altair – Immensa Bola de Manteca

This game is the rebirth of an arcade classic from the year 1981. However it is a nice shooter. Interestingly the spaceship does not stick to the lower rim of the screen, it can be moved freely all over it and fire in different directions. The shots and explosions are well made; the game is fast however not too fast. The Beeper is not annoying and you get a real 80's feeling. No hit, but a nice game to play occasionally. The point rating has been reduced for the simple graphics, but altogether I would give 50 points.

Game about Squares – Mborik

Who guessed it, this game is about squares - but in special way, because it is a tricky mind game. The squares only move in the indicated direction and by a skilful interaction each square must be moved into its intended field - really tricky and the sound is also not annoying. Again the point rating has been reduced for the very simple graphics, but I think it's worth 65 points.



Ninja Twins. Going to Zedeaks – Sam Style & Mayhem & Skrju
On the last Scene+ we already published some of the submitted contributions to the RETRO GAMES BATTLE, an on-line competition. Without a certain reason this game was not included. Ninja Twins is a typical Spectrum game, which doesn't try to keep up with today's gigabytes, but instead represents a tricky mind game. You have to reach the

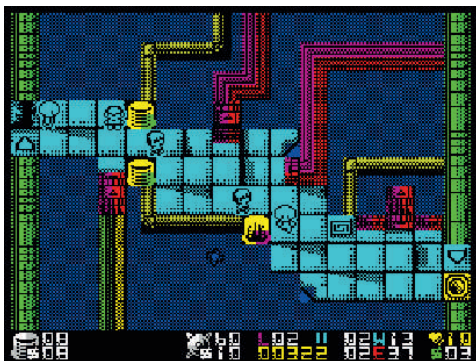


goal with a certain number of steps, but you have to consider, that with every step you do, your twin also does. If one of the twins is wounded, the level is failed. The game is really hard, but feasible. The graphics are well made, with complex backgrounds that scroll in 3 different speeds. In addition the music is quite entertaining but mutable if desired. The game is awarded 75 points because it is really fun to play and could almost be Demo.

Captain Drex – Hacker VBI

This game did not make it on the Scene+ yet, because it was published only on TR-DOS and had to be converted first. But it has a really great concept: The own space station has to be defended against intruders; therefore you have to set up traps in the correct locations.

Lemmings the other way around, instead of protecting the Lemmings, you have to destroy them this time. The comparison



with lemmings may be a bit inappropriate, but it remains a good game with a very good idea, graphics in the upper range and cool sound in the menu and Intro. During the game there are only sound effects. The levels become more and more difficult and the time runs out rapidly. You get quite well into a sweat. Well done is the implementation of mouse control, this game is very well suited for it (again like Lemmings). For me the game is worth 80 points. The graphics are good, but could be better and during the game there is no music. Most points it lost for only being released as TR-DOS version. We look forward to see what our hackers make out of it.

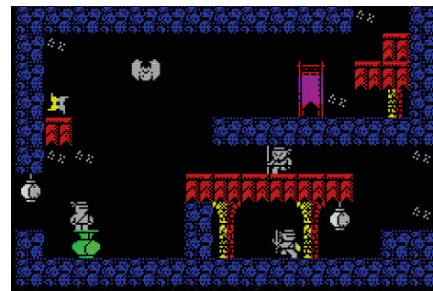
Leonardo Lost Last Invention – Gabriele Amore

The release of the AGD (the Arcade Game Designer) has two sides: The good is that many more games are being released and also that people with few programming knowledge can create games. The bad is that we cannot keep up with testing every single game and that we are fed up with jumping around in platform games. Since 33 years ago (the ages of Jet Set Willy) there are partly very little advances here. Therefore the call goes here to all newbie game designers: You need fresh ideas for those kinds of games to gain new fun. Leonardo improved everything and is therefore once again a presentation example: Intro image with different music, 3 large levels. 25 points.

Guerro Ninja – Fabio Didone

First I was prepared for a martial arts game, but Guerro Ninja emerges rather as platform game. You have to collect 5 items (in this case weapons) without losing your 11 lives (Ninjas are obviously related to cats). That sounds easier than it is – a great amount of opponents stroll around on the different screens and

not only once you lose a life shortly after entering the screen. As additional weapon you have some Shurikens, which don't aid very much in defending yourself since you need 3 per opponent. You can find Shurikens from time to time, but they don't amass very much. Now we already at the evaluation: The graphics are not bad, but also not very outstanding. The Ninja is nicely

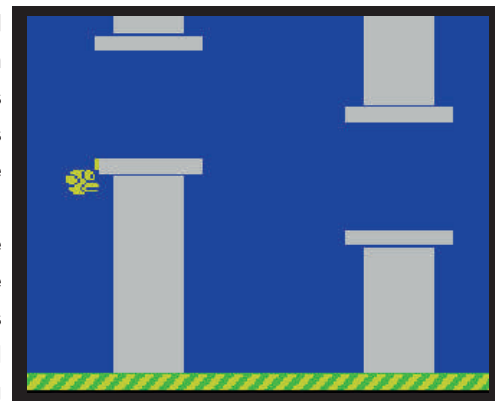


animated, but only painted in white, like all other Sprites. Concerning sound there is a Beeper title song and some jumping and firing noises (for a

Shuriken?). All in all this is a game which is somewhat better than most of the other platform games which I saw lately, but simply also not really well. 40 points.

Flappy Bird – Rafal Miazga

Finally there is again a conversion of a well-known hit. Flappy Bird is well known on Android phones and now it has reached the Spectrum.



Indeed the game is ideal for the Spectrum: It is simple and makes fun. You

control the wing flapping of a small bird to adjust the flight altitude. In order to avoid obstacles, you always have to reach the correct altitude – which proves to be not so easy since there is the gravitational pull of the earth and you have to take a certain inertia into account. It really takes a lot of practice to complete a level and then the next level is already waiting. The graphics are simple, but closely matched to the original. The bird is nicely animated, the music a catchy tune (AY). This is a very good conversion and a really atmospheric game. Bravo, 85 points!

2048 – Arda

As far as I know another conversion of a hit from other systems this time comes from Turkey. 2048 is a simple strategy game. At the beginning, there are two tokens on the playing field with a number "2" on each. Now you can move all tokens together in the same direction, either up, down, left or right. When two tokens with the same number hit each other they merge and their values will be added. With every movement a new token with the value "2" shows up. So for example the two "2" tokens from the beginning become a "4"; soon you have two "4" tokens which merge to an "8" and so on. The aim is to merge as many tokens as possible and to reach higher values up to the name giving "2048" before there is no space left for new tokens (when the game ends). Even if I never reached the end of the game, I

believe that the values add up to 2048. The game is made very simply, presumably compiled basic, but it works and is really funny. The speed could be higher, but is sufficient. There is no sound. Unfortunately the game is badly presented, which almost lead me to pressing the reset button instantly after the start, but then, as told, I had great fun. Nevertheless, it loses points for the graphics and the sound. 55 points pure gaming fun remains.

Ninjajar! – Mojon Twins

Suddenly there was this message: Programmed a game last night... have a look... unbelievable. The game is a mixture of Super Mario and Dizzy. You jump over obstacles, destroy both monsters and walls and can also buy add-ons in shops.

Some puzzles want to be solved until you can hug your beloved one at the end. Always assisting is "Mack", who provides us with tips on the mission and thus us helps during the game to find the way. The graphics from the Mojon Twins are as usual high class. The Sprites are well drawing and animated, the movements fluent and fast. The sound is first class, contains several tracks and increases the fun factor even more. This is one of the games, which will surely occupy me for a long time,



game factory. However, it is a super game, though not completely unique, since everything has been seen somewhere else already. It is well awarded 90 points.

Sir Froggy – Lubiterum

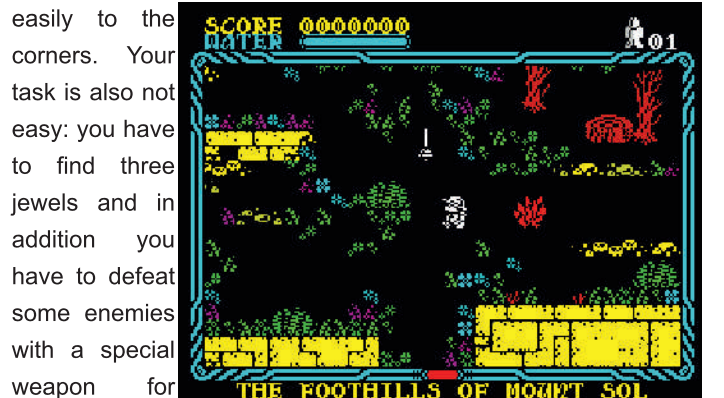
You think there are enough platform games already? But still here comes another one. However, this one is again completely different from the others. First of all it is not made with the AGD and secondly it has a completely different approach of the steering. The frog, which by the way is actually a spellbound prince, does not run across the screen, it literally jumps. Similarly to a game of golf you have to set the angle and the power and hope that the frog lands on the desired platform, without hitting a wall or even one of the many opponents. So this platform game is very innovative and also makes fun, though you can get very frustrated due to this steering method. The graphics are mediocre, the background quite nice, the frog nicely animated, but nevertheless somewhat too transparent. That does not necessarily harm the game, but in times where Multicolour



games appear this seems a step backwards. The sound is limited to a short song in the main menu and jumping noises. Here more could have been done, too. The innovative idea is good; the conversion could have been done better. All in all a game that you play for a while but then you put it aside. 45 points are not too much and not too few I think.

Land of Mire Mare – Luca Bordini, Jarrod Bentley, Mister Beep

The AGD is able to do more than only the same platform games, as proven by this game. Mire Mare is a planned sequel for Underworld from Ultimate, which never hit the market. If it ever had been released, it could have looked the way this game does, because it seems to be like a new version of Sabre Wulf. The game seems to be more slowly than Sabre Wulf and also more difficult. The opponents are really hunting you and the labyrinth is more branched and you stick more easily to the



corners. Your task is also not easy: you have to find three jewels and in addition you have to defeat some enemies with a special weapon for each one of them. Naturally you can only carry one weapon at a time. I don't know whether Mire Mare should have been a Sabre Wulf 2 or not, because of the later fixation of Ultimate to 3D isometric games. Still it's a nice idea and in the end also a good game, unfortunately not an outstanding one. The aggressive opponents are annoying and the Sprites are too slow. Graphically it is really well made, colourful and well animated. Also the 48k introduction sound pleases and feels like an Ultimate - sound. Artistically valuable, from the pure game content unfortunately a game like frequently seen before, well, but not outstanding; therefore only 65 points.

Kyd Cadet 3 – Paul Jenkinson

After part one and two now follows part three of the space - adventure and I have to admit that you can notice that the games get even better with the experience. Still it remains a simple platform game, you jump over obstacles and all kinds of dangers. Kyd can shoot, but not all opponents can be killed this way. You have to observe your oxygen level, which you should fill up always in time. The graphics are really well made – I would place it in the upper range. The game is for 48k and has therefore no AY-sound, but also no Beeper title song. Besides shot and jumping noises the game is thus rather quiet. The game is very playable and also makes fun. Despite the good graphics... this is simply not enough. The game idea is out-dated and the third part doesn't come with many new ideas. Sound is missing completely and generally the game is well playable, but slow. A somewhat higher



speed would be probably only possible if one designs its own game engine instead of AGD. I really respect the programming skills, I could never do that, but nevertheless it could be simply somewhat more unique. Therefore I award 60 points mainly for the graphics.

Zombie Terror – Kabuto Factory

This somehow different adventure emerged from inspirations to zombie movies of the 80's. You see an image in the upper part of the screen and the available options below. These are on the one hand the directions into which you can go, on the other hand further actions like Take Item etc. The whole thing is quite simple, you press a single key for one action. If you are unlucky, you went into a direction where a zombie lures. The result is then determined at random, whereby you have 10 life points, a zombie only has 2. Additionally you have two attacks, the zombie only one. If you are lucky, then the zombie is beaten with the first attack. But the next zombie can lure around the next corner... The graphics are really well made, the game itself is also a bit unique, but goes without any sounds. The fun diminishes after short while; you work yourself through the map by try and error and finally escape at last, in order to continue in the second part. By the way there is an audio file for download, which shall provide the background music. Thus the game seems to be made more likely for the PC with an emulator instead of a genuine Spectrum – a circumstance, which I cannot agree to. I think it's nice that Kabuto Factory develops its games for many systems – there is even a ZX81 version – but this doesn't increase the fun of the Spectrum version. Because of the only short-lived playing fun I only award 30 points, it could have been better.



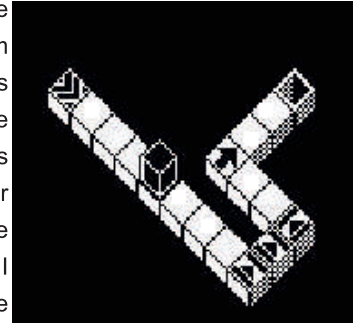
Godkiller – Cthonian Godkiller

With "La Chuerra" from the Mojon Twins there exists an engine to write games for the Spectrum. It is not as simple as the AGD and it also doesn't run on the Spectrum, but on the PC (made with the programming language "C"). But also this tool is getting used more and more, which is the case for the presented first work of Cthonian Godkiller. I spare the story – you have to find some items in a labyrinth to solve the game. Unfortunately the whole thing is nothing new since Sabre Wulf, but at least you have a weapon with unlimited ammo. This circumstance makes the game relatively easy and I had the hope to finish it quickly. I would have probably, if I had created a map to find the way but I found that to be too demanding and I lost the interest in it. Only its simplicity probably appeals to casual players, otherwise it is rather boring. The graphics doesn't look like being made on a Spectrum. It is however colourful and in detailed. Concerning sounds there is a good AY-tune at the beginning, but that's all. The game is only suited for 128k computers, which is probably the reason why I couldn't solve it at the first attempt. The labyrinth is so enormous, the motivation to discover it however very small. Many years ago it probably would have been a hit,

now is it only worth 50 points to me. Nevertheless for a first time work quite impressive, but there is room for improvement.

X=Y=Z – Bob Smith

In 2009 Bob Smith inspired us already with W*H*B*. Now finally the sequel, X=Y=Z has been released. Who only expects new levels now in which he has to move cubes through a labyrinth, forgets that Bob has also published "All present and correct" in the meantime and in this game you had to guide packages to their target location by placing arrows in the path. This game is similar with the exception that there are 3D cubes and that the game is somewhat more complex. You can choose from a set of direction changing items without time limit to prepare the path for the cube. Afterwards you can observe success or failure and in case see where your error was. During testing I didn't get very far, however the



game provokes me to try again once in a while. The graphics are monochrome, nothing special but not bad. At the beginning and after a Game Over you can hear a good Beeper tune, but otherwise there are only few Beep tones. It does not hurt the playing fun and that's the most important thing. Awarded 80 points for a good new idea, where more graphics and sound are not really necessary.

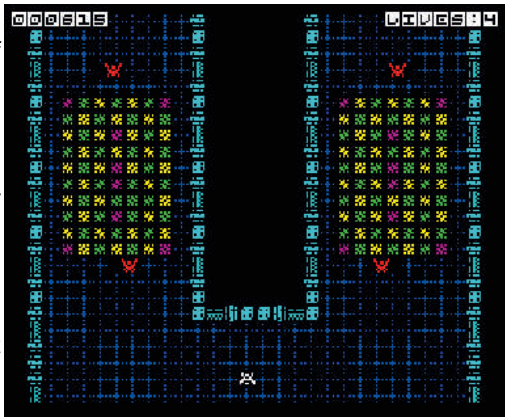
First World Problems – ZX Studio

This is again a program, which was made with "La Chuerra". It even took part at "Speccy Jam", a programming contest, and at least gained attention, even if it did not win. Actually, if someone did not see so many platform games like me lately, then it may appear quite funny. It even differs from many other games; at least the graphics does not look like taken from Jet Set Willy. The Sprite is fast and the steering after some practice really good. But it remains a platform game where you go from one room to another, have to collect items to open different doors and in the end find the exit. The idea is simply too old. Which however particularly annoyed me: The game has a bug. I already stumbled in the first room into a puddle and was not able to jump out, but lost all lives. Silly coincidence I thought, but when playing it again I fell into another puddle – and again I could not jump out of it. Such a game has to be revised and not released. The graphics are quite pretty and there is also a 128k version with AY-sounds, even for the effects but a tune during gameplay is missing. But the mentioned bug kills the fun completely and the game is useless. 10 points for the attempt, more are possibly awarded after an update.

Sector Invasion – Denis Grachev

A Shooter game is always entertaining and different. This one can be described as a mixture from Breakout and space Invaders. Aliens move over the screen, while you stick at the lower edge of the screen and try to shoot the stones in the middle of the screen. These stones are at the same time also

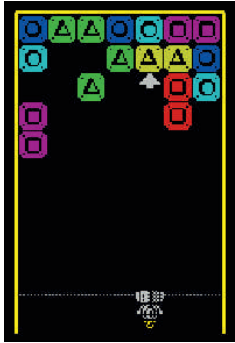
protection shields to the shots of the Aliens. You only pass one level when you shot all your stones. The game is relatively simple, therefore you cannot expect



graphically high artwork, the graphics is however colourful and good. Sound is available both for 48k and for 128k, in case of the last one also during the game. Star Wars fans will like especially the music score in the end... The game is refreshingly different and is just fun, so I had to play it again. Total score 75 points.

The Legend Of Traxtro – Reidrac

At first sight I assumed a Tetris-like game, in fact it is more complicated. You have a field with coloured blocks in front you and can "beam" these blocks towards yourself (max. 3 at once)



and then shoot them back to the spot. If you have got at least 3 blocks of a colour, they resolve. The game is a little complicated, because you have to act constantly with different keys for beaming and shooting the blocks. You soon understand the game principle. To be honest the motivation is not for long. The excitement consists of the blocks moving

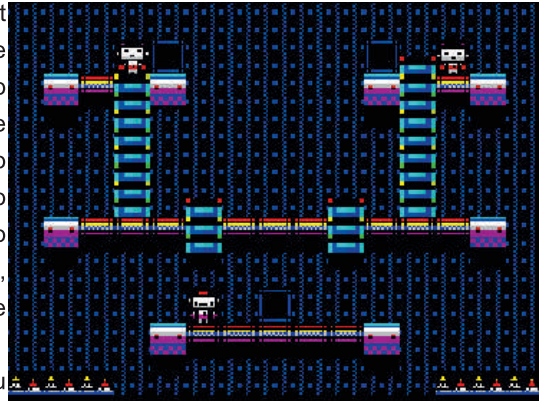
faster downward the rows, if a stone touches the lower border the game will end. It is clear that this will happen sooner or later because the Game just gets too fast. It is all about, how much points you gain before. Different Levels and surprises could have increased the motivation. It is however a simple small game and has its attraction, but this is not good for many points. The graphics are sufficient, there is sound from the Beeper at the beginning and in the end and for sure some effects. Altogether 50 points are awarded for the little fun.

MultiDude – Denis Grachev

Denis is a very hard working Games-author and also likes to use the new Multicolour possibilities. So the present game MultiDude is very colourful and also comes in 3 versions, for 48k with Beeper, with AY (128k) and Pentagon. I looked at the first two versions, they are basically the same, but in the AY-version music plays during the game, with the Beeper version only effects. About the game itself: The game is completely on a screen, there is a little figure you play with and an exit. The figure needs to reach the exit. Sounds easy, becomes however more complicated. For sure there are obstacles. No shooting Aliens, but logical functions to solve, e.g. fields you may only enter once or boxes that have to be moved. Still no problem? The start was only an intro screen; in the game you have at least minimum 2 figures that need to go to 2 different exits. The level is solved if

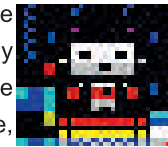
all figures are moved into one target. Perhaps you have to move your figures alternating around to overcome certain obstacles. In addition the figures have completely different abilities. One is easy like a feather and can fly, but he is too weak to push away boxes, which again the other one can do. In the test I had up to 3

figures, but it could be there are more to come. There are no instructions to explain who can do what, and what the obstacles cause, you have to try yourself. Pleasant about it: there are no limits like a certain number of lives. You can try as you want, once you are stuck, you press "R" and replay the level.



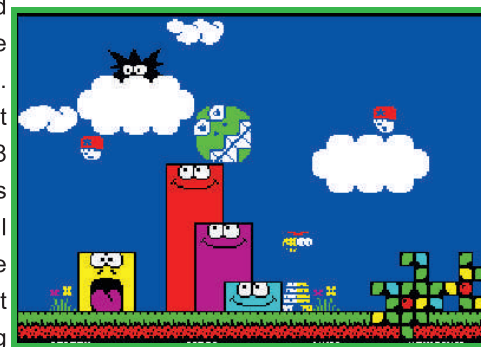
The graphics are outstanding, not just the Multicolour Sprites, also the graphics could simply not be better, colourful and in detailed, nevertheless not overcrowded. For sure the Sprites are animated according to the

Nirvana engine, i.e. moving happens only attribute-wise. However, with this game it's no disadvantage. The sound is really fine, pleasantly fills up the background. From the presentation I missed a title story and level codes would have been nice, nevertheless there are 30 levels awaiting. Altogether it is a game I favour, innovative, arranged nicely and just fun. There are no 100 points because I think there is still little space for improvement, but 90 points are always worth it.



Willy the Wasp 2 – Davey Sludge

I omitted consciously Willy the Wasp part of 1, because this version had still many Bugs. WTW2 is the 128k version and the way as the first part should have been. However it took a little until I understood what to do... stinging for sure, what else as a wasp. Not my favour to defeat same species animals... the special feature is, to come over your opponent, whom you can only sting downward. Be careful, as the opponents try the same. Tremendous is the absolutely brilliant graphics. It is not particularly detailed or in Multicolour, but it is just a style rather reminding of Amiga/Atari ST as to the Spectrum style. Really well made. Less well made is the gameplay. The wasp drops only by gravity, so you always have to steer upward over to not land on the floor. This would be still ok, but the scrolling is max. attribute wise, if not even more than 8 pixels. With this it is so fast you scroll down the whole screen, without actually realising



what's going on. Along with also constantly steering upward, this happens quite easily. You cannot rest; otherwise there is another wasp from above and stings. Altogether the action on the display is quite hectic, without being a shooting game. Perhaps it is not bad and you get used to, but I didn't like it. With listening to the title song I realised it changes its speed, which is surely due to the memory usage (Slow RAM). There are still possibilities to improve. No sound during the game is pleasant; otherwise it probably would be even more hectic. I assign 50 points to this game, but ask for absolutely continuing with it. The idea is good; the game just seems to me yet not developed enough. I think Willy the Wasp 3 can become a hit.

Cousin Horace –

This is pure Retro:

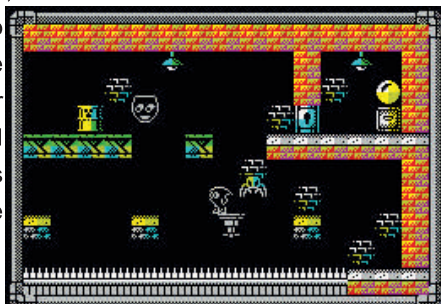
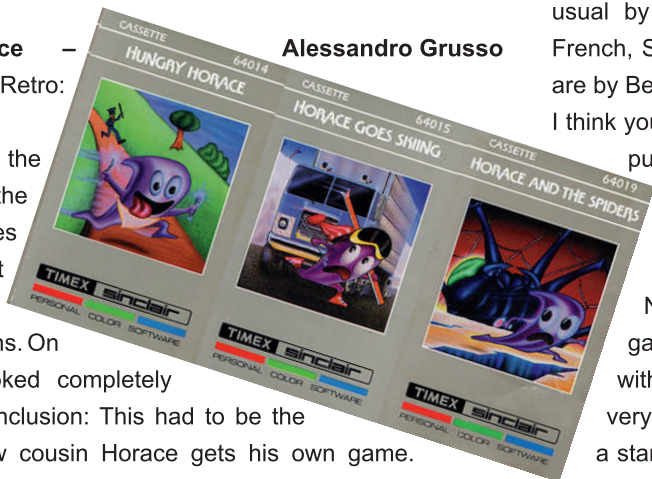
Alessandro discovered that the US-versions of the Horace games have different covers than our european versions. On this Horace looked completely different. His conclusion: This had to be the cousin. And now cousin Horace gets his own game.

Our Horace was kidnapped, but he could inform his cousin, who



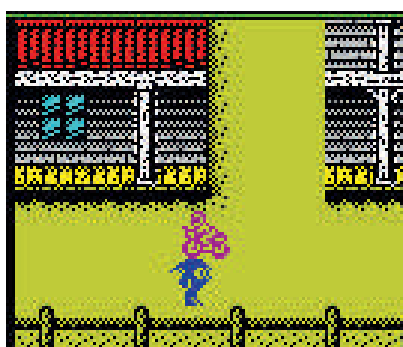
sets forth through five levels to release his famous cousin. The first level is a typical platform game. It is made very well; the graphics is not extraordinary, but nicely made, also animated like cousin Horace. I did

not make this level, so I didn't get into the benefit of the another level in the test, but I can judge from this what I could see in the Internet.



Level 2 is a horizontal Shooter, in which you play a helicopter.

Level 4 and 5 are graphically responding labyrinth games.



The playability I estimate highly, even if in the first level, I didn't like to jump into another screen to overcome an obstacle. You

cannot see what it is there about, i.e. one must calculate some loss of points, to learn about the game. But it is fun and I think this will continue with the other levels. Altogether it is a good idea, but nevertheless rather an accumulation of old game concepts as we have at present.

If we were still in the commercial age of Spectrum, I would give a clear purchase recommendation, as you receive 5 games for the price of one. But it costs nothing and so they are only 5 average games, nevertheless with the incentive to pass the level in each game to get on to the next. Above average and with this, I award 60 points instead of only 50 to this game due to a funny story with an intro tinkered around. Additionally as usual by Alessandro, there is Italian, a German, English, a French, Spanish and a Portuguese version. Sounds and effects are by Beeper, which are good however.

I think you will have fun quite a while. Maybe the level codes get published by the time.

Zen – Einar Saukas

Einar Saukas is not just the author of Bifrost and Nirvana, beneath Multicolour engines he also writes games who already inspired us. This time he came up with a simple game idea that is fun. The game principle is very easy: On the screen there are several tubing sections, a start and an end. Now you have to turn all pipes in such a way, that the water can flow through. Doesn't sound too difficult and actually isn't. There is only a little brainstorm necessary.



Graphically the game is not special. There is sound at the beginning of the game and in the main menu, but not during the game. There are no level codes or a possibility to store the game. The game lives from one idea, which is just in this form new to me but there were already similar games. So I recommend to look at it in any case, but expect not too much. It's only 50 points from my side, but it could have been made better. Despite it's not bad, just not better than average.

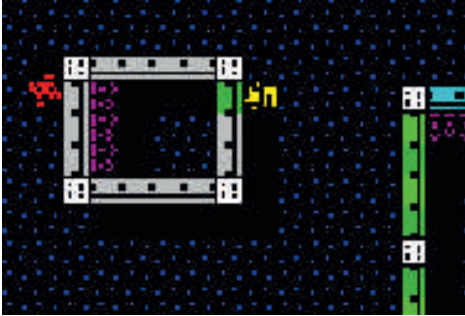
Page's Castle Quest – David Pagett

A new author entered the game scene and delivered his first work. Generally I think it's good if someone gets to program a new game himself. Here I just have to emit recommendations and evaluate games fair. In general there already were good platform games, but it is hard with this lot of used game principles. In common the game works, is tricky and requires fate. Who didn't get enough of platform games yet, gets here a good game of this kind. Neutrally regarded the graphics is nothing special, not even the game idea at all and the sound in the game is missing. Just by the fact, that the game cannot be innovative, it would never gain more than 70 points, to that extent is 40 points a good value for a platform game, especially as it is a first work. Understand this therefore please as motivation: Continue, make better.

S.I.P – Denis Grachev

Nobody stops Denis Grachev, a game after the other is getting released from his game factory. Why stop this, his games are good without exception. Accordingly I was curious... on this ancestor of Gravibots. Yes, right, ancestor, the game was beforehand written, but released only later. You play an intergalactic painter who by running a distance paints appropriate sections. Besides some Aliens the controller is annoying, because if you move like that in space, you often don't know what is up or down and left or right. Game-wise you can move completely normal on sections back and forth and with your booster always

jump up, whereby up is where your head is. But in space you can also stay horizontally. The jumping is necessary to jump from section to



section or to avoid an Alien, but if you arrive you need to think the other way round steering-wise. This is also the biggest challenge. Apart from that the game has no time limit and you should manage the levels with some exercises. In addition you have at least 5 lives, which you lose by touching Aliens.

Graphically the game is unfortunately very unspectacular. If it was programmed today, Denis probably would make it in Multicolour. It also has no sound apart from a soundtrack in the main menu (Beeper) and the running noise in the game. The levels are good and made various, the game is fun. Unfortunately I discovered a bug when I jumped off the screen. Usually you then just return on the other side of the screen, but it didn't work for me straight in the first level.

Due to the bug and the simple graphics this is rather a weak game of Denis, i.e. however it is still fun and is 45 points worth to me.

Rigor Mortis - Churrosoft

That game is something entirely different, story-wise. You're playing Death and need to collect the souls of three sick persons whose recovery you have to prevent first in the hospital. So, instead that you lose life when you're doing something wrong, the patients gain life. Once they have fully recovered, the game is lost for Death. So the story is so far the only thing unique with this game that has been written using the Chuerra software and thus reminds of some Mojo Twins titles.

What especially annoys me with this game are the somewhat carelessly designed monochrome graphics that blend with the background and the design of the platforms. You have to blindly jump into the next screen and are bound to lose some lives until you find out where to jump exactly.

To make matters worse, controls are somewhat clumsy: It appears as if the force of a jump varies when you change from one screen into the next. I noticed the same quirk in Cousin Horace, which is also using the Chuerra software. In a nutshell: Interesting background story idea, but only yet another simple

platform game. Bad gameplay, bad graphics and no in-game sound. 25 points.

Montys Last Strike - Dazman

It seems to be the time of re-born Spectrum heroes. First Sabre Man, now Monty.

One first conclusion: The game doesn't even come close to the old Monty games.

It turns out to be a run-of-the-mill platform game: Jump over obstacles, collect items, and reach an exit eventually. Monty is well drawn, close to the original, apart from this specific sprite the graphics are pretty simple, even blocky. Sound is missing almost entirely, apart from some beeps in the game. The game lacks any original ideas that made Monty tick, you can collect items, but you cannot do anything useful with them. Very limited fun factor – 20 points.

Stop press: Dazman released another game "Monty's last strike – A Christmas job" in December. Despite having new graphics and targets, this game unfortunately works very similar, so no change in rating.

Dark Tricks - Dazman

This game was released at the same time as Monty's Last Strike and proves you can always do worse. Being a platform game like the former, this time you have to evade pumpkins falling from above. A special sort of small pumpkins needs to be collected, however. Dark Tricks is OK to waste the odd five minutes with, careless graphics, no sound. 10 points for releasing the game just in time for Halloween, though.

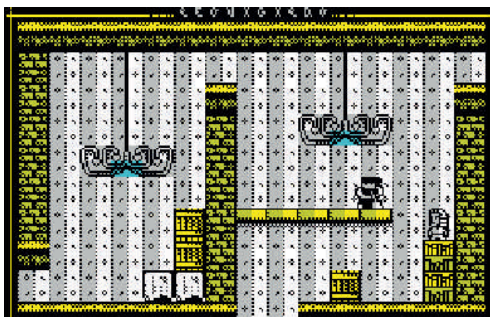
The Prisoner - Rockersuke

This game is the English re-release of a former Spanish adventure game. The story is based on a 1976 UK TV series featuring a secret agent who is hijacked after having resigned from his job. This is where the player enters the game, his task is to find out where he ended up, why he is there and, above all, how to escape from there. Of course I was not able to solve the whole game in my short test. It is a text-only adventure game, but has something about it I'd really call atmosphere. The story is straightforwardly structured, but with some surprises here and there, apparently generated at random after a number of moves. Missing graphics I would normally consider a drawback in an adventure game, but I don't really see sound as a must. There weren't many new adventures recently, so this game is a welcome addition. Even if the game has to be judged according to the genre, I think it has well earned the 65 points I rate it at. I really look forward to Harald and Hubert digging into this game and presenting a walkthrough.

Leovigildo - Mojon Twins

One game? Rather three games. The makers of the Currera platform show us how it should be done. The first part is a classic platform game with some tricky elements. You need to stack boxes the right way to help you across obstacles. Still a platform game like many others, but well made, with well-done graphics and good gameplay.

Other games sometimes tend to annoy me with repeated deaths when you constantly re-appear on a deathly trap, not being able to



jump from there and save yourself. This game has found a nice solution for that: the new life is being granted at the place you were before the fatal jump. Very good.

The second level is even more fun, now you have to throw the boxes at the nasties (insects in a forest) in order to clear a way for your sweetheart (pure cliché, man's gotta kill the insects for the woman...). Pretty tricky and not the ole platform game. That

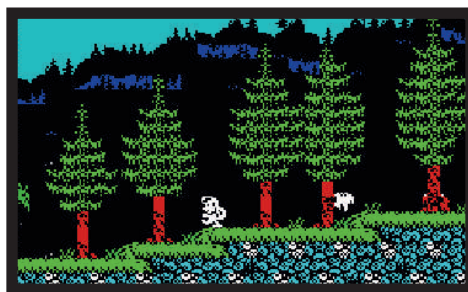
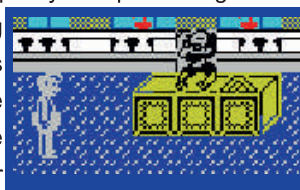


one returns in level three, but a tad bit different: Sweetheart is in charge now: using massive bounces, supported by one or the other implement, she has to reach and flip a switch to open the door to the next task. Timing is key on this level, joint by some careful planning, a very good combination. The last level sees Leovigildo bouncing about a bit unorthodoxly, again a platform level where you need to collect and use items in the right places.

Overall, more than a platform game, with many interesting elements and a lot of variation. Graphics are of the better sort, but there is no in-game sound. The game impresses with apparent perfection and is extremely well made; I did not find any obvious bugs. Very well received was the fact that you can play a level without really having mastered the one before, otherwise I couldn't have encountered all those details. The last level asked me for a password – not having one at hand I could still play that level – I don't really know if it would have been different with the correct password. Anyway, the game is a lot of fun and there is not much I miss except perhaps a bit of sound. With all that in-built variety, the game has earned the 80 points, it might surely have been some more if it featured some good AY sound. Thoroughly recommended and good proof for how much fun you can have with a good platform game.

Mystery - kas29

Coming from Russia, a very high-quality Jump'n Run game. I liked encountering an intro featuring a student (the player) receiving his mission from his professor. The game itself reminds me a bit of the times when Dizzy and the Seymour games were released. Just like in those games you have to pass a forest collecting items that need to be properly used in



the right places. Finding out where to use the items is a bit tricky, but the amusing bit. Just like in Dizzy it's not always obvious where to proceed,

for example you have first to find out, that you can jump upwards from branch to branch in the trees. The game is available in both 48k and 128k versions. Both versions are pretty similar, the 128k version features really good AY in-game sound. Graphics are done well, even if the sprites could have used some more fine-tuning.

Overall a tricky and fun game requiring some joystick mastery. Something of everything, with very well made graphics and sound. Not the most unique game, but very well made. 70 points for a nearly perfect game.

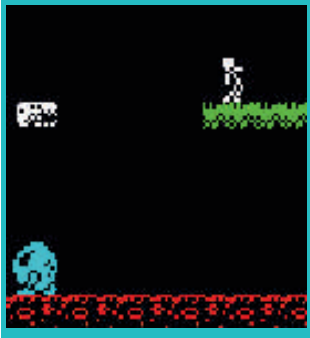
Escape from Colony8 - Reidrac

„I don't know how it happened, but there are aliens everywhere....I need to escape“. This is the Colony8 background story throwing you in the middle of a space station you need to escape from. In order to do this you have to collect a number of items like super bullets, extra lives and (of course) some sort of key card consisting of several parts. The whole thing is a maze game shown from above. You do not have to jump, only run and shoot. I found the super bullets a bit awkward to launch – in the time it takes to fire one, I could have fired five normal shots with the same effect. Apart from that I didn't like the somewhat slow screen action – When entering a new room the nasties are nearly there before you can even see and move. So the game is on a substantial difficulty level and can cause quite some frustration. Graphics are monochrome for the most part, thus average at best, with regards to sound the game is on typical 48k level, meaning music with the entry screen and footsteps and bullet sounds from the beeper during the game. It is not particularly bad, but not very good as well. Sorry for only 40 points, the background story seemed to be promising more...

Un Dos Azul - J.G.B.V

One – two – blue... However you translate that from Spanish, we were presented with a number of very good games from J.G.B.V in the past, most of them having somewhat plain graphics, but good gameplay. Unfortunately this isn't the case with this game. It turns out to be a platform game facing you with locked doors you need to find the matching keys for. So far, so good, but the programmer has unnecessarily restricted the game to a very small part of the screen – It only uses about half of the available screen real estate. This results in very small graphics, the main character is degenerated to a stick figure. In return it moves pretty fast, a tad too fast for my taste. Occasionally, you have to jump a moving platform – Because you can change directions in-flight, you still have to steer until landed, but then stop abruptly, in order not to drop from that platform again. Not enough, even falling from very low heights

will cost you a life. Frustrated by that, I managed to make it through a few screens, but did not manage it through a complete level. I think with a bit of practicing you can surely do better, and you seem to be rewarded with some mini-games that are apparently included – But I had already lost all of my motivation. As mentioned, graphics are pretty small and simple, confined to the some title sound effects. The game is complex as we are used from these author, but very frustrating. A long and tricky game requiring real miracles operating the joystick, simply doesn't end up (I did, however, play using the keyboard). Be it as it might – Apparently you can't really end up with a top-notch game all the time. Only 35 points this time.



rewarded games that included – lost all of my already are pretty sound is beeper with and jump itself is

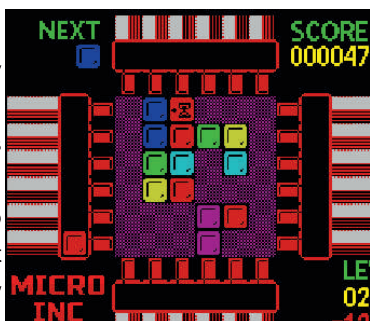
Una Extrana Historia - J.G.B.V

Another game made by J.G.B.V? Yes, he indeed released two games shortly before Christmas. This second game is an adventure similar to his previous ones. The player finds himself stuck in a town having to solve certain puzzles. You need to talk to persons that populate town, each one requiring different things. Some time during the game I found a sack of gold I could give to one of them, she gave me something in return I could present to another character – After that I was able to leave town, but all of this felt pretty repetitive. The game is said to contain mini-games as well, but I didn't encounter any during my test. Overall, the game is pretty simple, having you apply trial and error until you have found the character requiring the specific item you have with you. The map is huge, however, and contains a lot of locations. In exchange, graphics are pretty repetitive. Generally, graphics are rather simplistic and sound consists of 48k effects only. The game's challenge mainly consists of the size of the map and the number of locations, but this tends to get a bit boring over time. The fact that none of the J.G.B.V games supports joystick control is a bit annoying and results in some points deducted. After all, the game is not frustrating, and I guess those who can spend the time should be able to solve the puzzles. 40 points.



Micro 2014 Reidrac

Reidrac has been busy programming games as well and this puzzle game seems to be one of the better ones. The game's idea is similar to Tetris or four-in-a-row, except that three colour in a row



suffice here. The center of the screen is occupied by a mixed bunch of coloured cubes. You get one more cube and can shoot that at any edge of the other cubes – If you manage to get three of the same colour in a row, they will vanish. You need to remove a certain number of cubes within one minute on each level. Some specials are hidden among the cubes, like a time bonus and other goodies – used in the proper situation, these can help solving a level in time.

Graphics are rather plain, sound is beeper only, but adequate. Gameplay can be frustrating at times, because sometimes you're really out of luck and don't manage to solve a level in time – In this case, you need to restart at the very beginning, there is no such thing as a level code. It turns out to be a small game to fill the odd minute, so it serves its purpose and is fun to play. I need to deduct a bit from the rating for simplicity, so 40 points only, still a game to load and play when you have some time to waste.

Balachor's Revenge - Morkin & Rorthron

We have been dealing with maze games before, this one is another one of this genre. Not bad at all, and obviously, this type of game is what the Spectrum has been famous for since Sabre Wulf. This alone makes a game not very imaginative, however. You play a knight who has to save the kingdom from a bad sorcerer who has spread his henchmen are all over the place



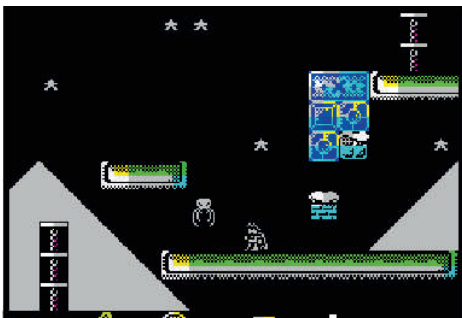
already. You need to fulfill certain tasks on order to save the kingdom, like returning a cauldron to the "good" sorcerer (A gallic druid, maybe?). The game consists of

a lot of locations that are not all accessible from the beginning – You need to first solve all of the puzzles in one certain area to open up the next; by opening a door or defeating a certain enemy. Graphically, the game is very colorful, but also quite repetitive and I must admit I've seen better graphics before. The game is very playable, only having to press number keys 1-3 to pick up or drop a certain item felt a bit cumbersome. The game sprite is not excitingly animated, but quite fast. I think solving the puzzles can be fun, but I'm not particularly keen on playing Sabre Wulf in new covers – but that game doesn't need to be afraid of being compared to the original. Sabre Wulf was 1985, however, 30 years ago, and much of a progress hasn't been made with this game in the meantime, neither graphically, nor related to sound – there isn't even AY sound included. This game might have been a blow-off in the eighties, but not today – Today I am looking for more modern concepts and ideas. Whoever wants to have fun with this type of genre, could do worse than trying this game. This technically well-presented game with fast main character sprite, many puzzles and even more locations receives honestly-earned 60 points.

Sir Abadol 2 - Mojon Twins

However these boys do it, whatever comes from Mojon Twins is generally good. Let's see if it's very good this time. Actually, I'm a bit fed up with platform games, but this one is an exception: It is fast, has very good graphics, comes with a 128k version that supports AY sound and is a lot of fun to play. The main character has got a knife and extraordinary jumping abilities. And he needs them, because there's a steep upwards

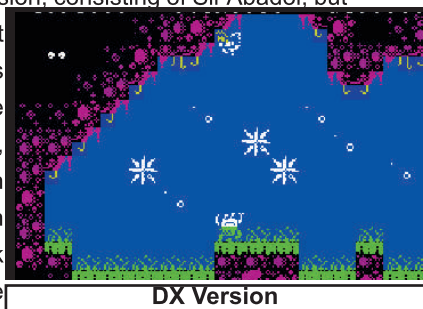
movement that needs to be managed in the first few levels. Main nasties are spiders hanging all over the place that tend to wrap you up in their nets once they get



you. But, using the knife you can free yourselves at the cost of losing precious time and energy. Especially the latter you should never run out of, so you are constantly looking for items to replenish it. Your main goal, however, is to find keys unlocking the doors to the next level.

Graphics are well made, but not extraordinary. The main character is a pretty small figure just like the other sprites. There is not much room for details or colours, thus all the sprites are monochrome. The rest of the graphics is very well made, though and the main character is very easy to control. The two keys for jumping and using the knife need a bit of getting used to, as one of the main elements of the game is that you can use the knife in mid-air when jumping. This is used for stabbing the nasties as well as to remove obstacles in your path. It is really fun to play a mature product like this containing manageable tasks and motivating success. A well thought-out game worth 80 points. There is a bonus DX version, consisting of Sir Abadol, but

based on a different game engine. I was more pleased with the normal version, though, and the DX version doesn't come with an 128k version. The 48k release comes in three parts, the 128k release loads in one single go. That is how it should be.



DX Version

Wanderers. Chained in Dark - SAM Style

As much as I dislike constantly encountering the same types of games (especially when testing them one after the other), I like finding new and imaginative concepts. The year-end of 2014 saw a real blow-off: a dyed-in-the-wool role playing game. Yes, there have been RPGs for the Spectrum before, Bard's Tale, Hero Quest, Fairlight, even good RPGs, but this one is a game that could compete with modern games on the PC and saw me really impressed. In a nutshell, an RPG contains a main character that evolves in his abilities and skills over the course of the game. Same here in this game. The main character is a



hero who has to

defeat an evil monster. Conversation with the inhabitants of the village gives some initial clues on what you need to do. The choice of action is, however, a bit limited and the story quite linear. It is mostly always very clear what to do next and alternative proceedings are rare. Main screen graphics are monochrome but very detailed and thus very well made. Outside the monochrome main screen area the programmers show off a bit in that they can also handle color. The game is very complex and uses a lot of different graphics, so only runs on 128k, but comes with very appropriate AY sound that doesn't start to become boring even after playing for some time. The game turns out to be produced very professionally, the only downside to comparable PC games is the limited world you are wandering about. Games like World of Warcraft are very much more complex, obviously, but consume Gigabytes, something we will have to still wait a bit until the Spectrum can handle... But still: A very viable alternative. I'm rating the game at 88 points – There is still some headroom with regards to graphical design (color) and quest design (quite a bit on the simple side, puzzles are a bit scarce). But we're close to a perfect game.

Demo scene 2014

The demo scene on the Spectrum is one of its most active areas. This is owed mainly to some demo parties, be it parties where the Spectrum is a main actor or parties actually targeted at PC, Amiga & the likes but still offering a niche to skilled programmers capable of stupefying the audience with Spectrum demos. Parties dedicated to the Spectrum are typically classified into the categories graphics, sound, demos less than 1k and general demos. Especially in Russia, there is often a category "Spectrum Enhanced" targeting the Pentovo Evolution, a computer resembling a Spectrum descendant, but only providing one single hardware emulation mode mode that allows running Spectrum programs. Parties that go without specifically mentioning the Spectrum often offer a Wild-Compo or an Old-Skool Compo where you can enter with a Spectrum demo. Prizes are generally not a fortune, but demo coders have always had the most benefit when they were to stupefy and surprise their audience. Being able to do this on a party on a large screen has always been more rewarding than the prizes.

The biggest parties involving Spectrums undoubtedly take place in Russia. DI-Halt and Chaos Construction. Another remarkable party is the Forever Party in Slovakia. A lot of parties happen to be run in Germany as well, but for some reason they are mainly dominated by Amigas and C-64s.

Apart from the larger parties there are also smaller Spectrum get-togethers like, amongst others, the international Vodka party in Poland, JHCon (Czech Republic) and Speccy.pl (Poland). There are also online competitions where no real meeting is happening but where the jury votes on-line, like BASE-X or Zapilyator. Obviously, the appeal of "being there" is missing here, so very often the top-notch programs cannot be found in these competitions.

Still there are programmers and groups that create demos without targeting a specific competition, but rather just for the fun of it. This does happen regularly on specific occasions, like a Happy Birthday demo for someone or a New Year's demo wishing all users a Happy New Year.

The scene is mainly dominated by Russian coders, but that doesn't necessarily mean all good demos originate there. In Czech and Slovakia most of the coders have united into the "Gemba Boys" and turned out to be very diligent and successful. The Polish/Czech/British group "Hooy-Program" has been quite successful but was a bit reserved recently. The Internet makes it possible to unite graphic specialists, musicians and programmers into one group across different countries, the best examples are demos created in Brazil with support from Poland. As productive turned out „g0blinish“ (Russia), AAA band (Russia, always diligent, but not really popular), Gemba Boys (Czech, Slovakia), Den Popov (Russia), introspect (Russia), The Super (Russia) and Speccy.pl (Poland), Many others have not been producing that many demos since 2014 (or only one which is something special exactly for that reason – quality vs. quantity!)

We have compiled a selection of demos to help gaining an overview. The very best programs we try to put onto the SCENE+, which is never an easy task. Especially Russian programs are normally distributed in TRD format and that isn't easy to adapt. But obviously we have our hacker team for exactly such purposes.

Second Reality - AAA Band

This demo shows a short animation and no sound. Instead, there is only a scroller in German with an (apparently) ironic message to all Germans and Angela Merkel. Apart from a few exceptions (No Nazi demo by the Mad Guys) I am not very fond of politics in our demo scene. Thus, 0 points from my side, particularly because there is no sound and the animation is really not that stunning. It looks a bit like someone has started to produce a demo and then lost interest after some time and abandoned it. Rather produce something reasonable, please!

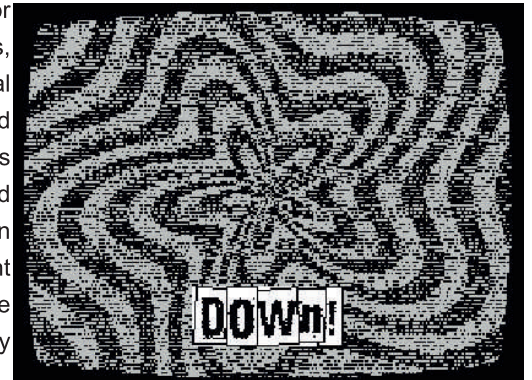
BR?-TK-HUE! - TK90X Fan

A demo from Brazil? Apparently it is already the second, the first one must have passed me by somehow. There is a mention of the Brazil Spectrum clone TK90X, and there even is an image of it in the demo. Admittedly, the most extraordinary aspect of that demo is its origin. Nevertheless, the sound is nice, graphics are a bit on the low end and effects are minimal, but the demo is remarkable at least. 30 points for sound and colorful graphics with a nice effect towards the end (hang on!). Let's have some more from Brazil, the third time it is going to be excellent!

Down - Life on Mars

The group „Life on Mars“ does sound new, but has some well-known scene people participating like e.g. Diver. Down has, as can be assumed, debuted on the demo party "Sundown" and has made the first place there. Quite some honorary mention – The next one follows here: After quite some time, finally a real demo with good style. That is definitely the best I have seen for a long time. Finally we see some new effects and new ideas, with very good graphics and sound. The epilepsy warning at the

beginning is for good reasons, the effectual flashes and weird pictures are stunning and leave you in some slight disorder. The demo has a very special



character, you do not believe you are watching a Spectrum at work.

Technically, there is a lot in it, tunnel effects, pictures, unbelievably well-made animations. Apart from color, there is really nothing else missing...yes, right, everything is monochrome. There's a small rating deduction for the sound which gets a bit uniform over time and for the lack of a stunning final effect. 85 points are a very proper achievement, though.

A brief history of vacuum cleaner nozzle attachments - Hooy-Program

A colourful scroller, an AY re-make of Dragostea din tei (yes, the hit single from 2004) and some small graphics. Actually, it's not much this demo is offering, especially because some of it is apparently British insider tounge-in-cheek. Nevertheless, I like the sound, the rest is at least of average quality. All in all, 40 points, I recommend watching.

EUA - HACKER VBI

Ukraine is a part of Europe... erm ... Eastern Ukraine simply doesn't know yet. Apparently, Hacker VBI wants to join the EU and made a demo on it. The demo is very short and the sound really annoying. I reckon "entry criteria not matched". 10 points for the star animation.

How does this work again - Slipstream

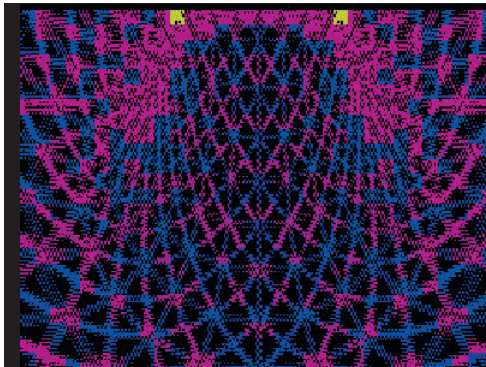
Welcome to the nineties – That one is really old-skool. A picture, a logo (at least with colour animated stripes), a sound and a scroller. What in the early nineties would have been something to write home about (to your Spectrum), isn't really interesting anymore 25 years later. The sound is nothing special, and the scroller doesn't even use a special font. The only special thing here: The demo was launched on the "Sundown 2014" and the punters were given a chance to submit some text that got displayed in the demo. But already 1993 the German Group "The Mad Guys" launched a demo named "No Nazis" that offered the same thing on the Spectrum-User-meeting in Cologne – Everyone could enter a note against xenophobia. The special thing there was: There was no PC involved, the notes were entered directly on the Spectrum keyboard while the demo was running and the text was constantly expanded. That old demo is still, 21 years later, much better than its newer descendant. 10 points for still being a Spectrum demo, though.

Western Propaganda - FFP

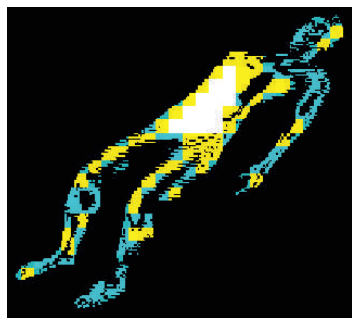
The increase in numbers of demos with political contents from Russia reaches a level that most probably nobody can welcome. Honestly: I wouldn't even care if the demo were made well. But a course-grained rainbow scrolling over Vladimir Putin's face with colour clash playing the Russian national anthem....that's not even trying to convey a message – That's simply conveying nothing. 10 points for the entry animation, though.

Manifesto - The Super

It's about time for a real good demo. Time for "The Super". What those guys bring to the screen is the really the best that has ever been on the



Spectrum. Manifesto contains beyond a lot of very good drawings also mainly animations. The sound is groovy and very appropriate. There were better effects from The Super yet, but apparently they only can be beaten by themselves at the moment. 80 points for the graphics – Not more, because I miss some really spectacular effects.



Aquatic - Gemba Boys

„The Super“ did win the DiHalt2014, the biggest Russian demo party, but the Gemba Boys achieved a well earned second rank there. Aquatic is showing a lot of animations, has really nice

sound and a very impressive effect at the end you shouldn't miss. Similar to Manifesto the real Wow effect is missing, but it is still a very good demo. 80 points from my side as well.



Out of Heaven - Abrimaal

No beeper sounds missing. This small music collection is special in that its graphics are made for the ULA plus. Unfortunately, there is no real hardware yet that works with the ULA plus. When watched on a standard Spectrum, you only see standard graphics - still quite good. I must admit I am a bit biased here, because after 30 years I find beeper songs annoying. But if you like it... 30 points from me, if you like the sounds you might consider more.

Kpacku - Kpacku

Entirely unknown, at least to me, Kpacku not only launches a great demo, but also wins the 2014 Chaos Construction Party. Admittedly, the competition wasn't



that strong in my opinion, and I don't even mention most of it, but this demo is really good. Colorful effects, good music and...unfortunately only works on TR-DOS. 75 points for a well-made demo.

Timmy – Speccy.pl

Unbelievable but true Ziutek of ESI is back to the Spectrum. This demo is dedicated to the Timex 2048's (Spectrum clone) 30th Birthday and will only run on this computer or an emulator. It has got very colorful effects and a great sound. The whole thing is fun and blends together very well. Welcome back, where's the rest of ESI? I had given 75 points if the demo would have run on the original Spectrum as well. You can at least watch the demo on YouTube.

Zombie TV - g0blinsh

This group hides some very well-known names, no wonder this demo is surprisingly well-made. Most of the effects aren't really new, but nicely packed and something of everything. Colourful



effects, small animations and good sound. If we had not been spoiled by so many so well-made demos, this one would really knock our socks off. But currently, its sadly only rather average. Because most of the time it doesn't really use the whole screen, the effects are simpler, nevertheless, 65 points.

Best Animation Megademo - AAA Team

This demo has won the "Zapilyator" competition and, honestly speaking, this really doesn't invite me to look into more exhibits of this challenge. I didn't really understand it, but this competition seems to be more about animations and that is exactly what this demo offers (The name says it all). The challenge is subdivided into demos with several parts and one-part demos. This demo seems to be an assortment of several parts, though. All made after the same principle, one picture with relatively simple animations and a scroll text. The scroller routine is always the same. Some of the animations are quite well thought out, but nothing to write home about. Some of the graphics are quite elaborate, the sound is alright. 50 points I can offer here, but I can't really say I'm excited.

Mopas - Kabardcomp

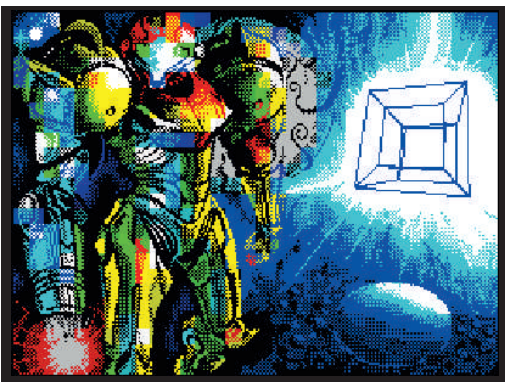
This demo was another winner of the "Zapyliator" competition, this time in the one-part demo category. The principle is the same as the one in the "Best Animation Megademo" – An animated picture and a scroller. The animation isn't bad, but honestly, we had that in the early 90ies and would really expect a bit more in a contemporary demo, especially if it has won a competition. The sound is quite nice, graphics as well, but nothing really special. Because it is only one single part: 35 points.

Kocmoc Megademo - AAA Team

I must admit I haven't really been particularly impressed by any of the AAA Team's demos so far, so did not really have high expectations with this one. I was, however, positively surprised. The demo has 640k overall and consists of quite some parts that are loaded in sequence. The main theme seems to be something about space, the parts are ordered in an endless loop that can be interrupted manually. You thus don't watch it like a movie but it consists of many parts where each part is a demo in itself. The whole thing runs

on TR-DOS and in Russian language only, unfortunately.

The good thing is: The effects are really very well made. You nearly experience a 3D



effect when flying through outer space. Some very good graphics add to it, very colourful and some pleasant sound. Maybe I'm missing some sort of climax in such a long demo – All in all, really remarkable improvement and worth 60 points.

Pain Gain - Five Finger Punch

More and more demos are not only presented on Spectrum parties, but on demo parties for different systems that offer an "old-skool" category. This demo has been launched at the Compusphere party, a Swedish demo party. Even if the demo constantly repeats the very same effects, it is very colorful, rich of effects, has good sound and is very well-made. Color clash is elegantly circumvented, but graphics therefore leave a bit of a blocky impression. 55 points.

Jan Deak Tribute Music Collection - various authors

Jan Deak passed away at the age of only 46 in 2014. He had gained very good reputation with several beeper sound routines. Shortly before his death he published a 16 channel sound routine, most

probably earning him the title of best beeper programmer of all times.

This demo is dedicated to him and some of the most well-known sound programmers like Factor6, Irrlich Project, Mr. Beep and z00m worked together on it. The sound itself fits quite well for this occasion, resembling an organ play. I do refrain from a rating here, but whoever likes 1-bit sound should give it a go.



SCENE+

A selection of the (in our eyes) best programs you will find on our disk magazine SCENE+. Some will wonder about, why the SUC-Session now is numbered with 72, as we had already in 2010 the issue number 210. But the old SUC-Session ended with this issue 210 and we continued just with the disk magazine, as in that time there were a lot of other magazines, even another German paper mag, but no diskzine. When this changed and the other magazines disappeared, we started to publish a short newsletter with our disk-magazine and its content grew and grew and had finally the size of the former SUC-Session. So we decided to resurrect the SUC-Session, but as it is in fact the successor of the former disk-magazine-newsletter, it got numbered with the same number as the SCENE+. Actually we don't post the paper mag and disk mag together, what is simply because the editor of the SUC-Session is Thomas Eberle, while the editor of the SCENE+ is Mirko Seidel and we live both about 80km far from each other. Also the postage would not be cheaper to send both magazines together, so we take it easy and send each magazine separately after its release.

METAL MAN RELOADED: HACKED!

The last issue of the SCENE+ diskmagazine covered a really special program: METAL MAN reloaded is a game which probably would archive great sales in the best commercial Spectrum years. But there is already much behind this!

Originally METAL MAN had been written by Oleg Origin back in 1997 and it was released with some delay in 2010 in Russia. For the „Retro Games Battle Competition 2014“ Oleg has pimped up the game and joined with the planned but never released project METAL MAN 2. So from the former game with just 1 level thereby was made a game with 6 Levels. The game itself reminds a bit on Robocop. Metal Man shoots himself through the Level, but must also find some items and the control room. The graphic is absolutely on the highest level I have ever seen, for example are in the background an animated clouded sky and a coloured city, while in the foreground is a scaffolding, Metal Man and lots of bad guys, which are coloured as well. And all this without Colour Clash.



Without any doubts, this game was the best on the last issue of SCENE+ (71), but unfortunately not for the Opus Users. The game could be converted to MB02 without any problem. At this point we even did not recognize that the levels are loaded in machine code, as the MB02 emulates the tape perfectly. The +D/Disciple version was made by our Stefano Donati and he made it that the levels are loaded in machine code from disk. Considering that only very few games ever were converted to load from disk in machine code, this is really a remarkable work. Usually we change just some loading instructions in Basic when

converting the +D version to Opus Discovery. But this was not possible here. Also Stefano couldn't just rewrite the loading routines, as the Opus code needs more space in memory and there was simply not more space. So therefore we compensated the Opus users with two other games instead, which couldn't find free memory on the +D disk. But it was still a pity, that the best game of the issue could not get converted. So this left no peace to me and I asked in the World of Spectrum Forum for help. Here we had first some confusion as the question got mixed up with the old version of METAL MAN (only 1 level). But

after I explained what it is about, finally wrote me Frank. In the past time Frank already helped with some conversions for +D, but as he had no way to emulate the Opus he could not help here. Here we had the solution and I posted the newest version of the REAL SPECTRUM EMULATOR to him. I already had no hope anymore when suddenly in my email folder appeared the Opus-Version. Frank did it. The game has 120kB and

cannot just added to the next SCENE+ issue. Therefore we offer to copy it to anybody who wants it. Just send us a disk with 70 Cent postage costs and we return the disk to you:

Thomas Eberle, Kurmainzstr. 14, 74389 Cleebrohn, Germany.

I just have to find out, how I can get the emulator file on a real Opus disk. In the worst case I will use the tape port on my real Opus.

Te

EVENTS

3rd + 4th September 18. Spectrumania in Wittenberg

This is a Must-Be for all german Spectrum Users. The biggest german meeting and surely one of the biggest in the world. 2 rooms are reserved for the Spectrum-Users in a school in Wittenberg (during holiday): Volkshochschule Wittenberg, Falkstr. 83, 06886 Wittenberg

It starts saturday, 3rd September at 8:30 am. End is foreseen on Sunday afternoon. Send wishes and registrations to the organizer Norbert Opitz: eknowb -AT- t-online.de phone: 03491-409073 and here: doodle.com/poll/3zcmmcbzdezxxs9

17th + 18th September Classic Computing 2016

As for the tenth anniversary, the Classic Computing moves back to the place where it all began. They have made plans that every club and company who have something to do with retro computers will be there. This plan seems to work, surely an interesting event. Start is Saturday, the 17th September at 10.00 am in the „Alten Weberei“, 48527 Nordhorn. <http://www.classic-computing.de/veranstaltungen/classic-computing-2016/>

Important events and schedule changes you can see at <http://zx-spectrum.de/termine/>

8th + 09th October Play Expo Manchester

Since years the biggest british games fair and always with big retro corner. Especially as there appeared more and more new Spectrums, there should be some interesting things to see. More on <http://www.playexpomanchester.com/>

14th -16th October 2016 Spectra-Joyce

Traditionally are Sinclair Users invited for the yearly meeting of the Joyce-User AG. Although Joyce and Spectrum are not compatible, the meeting has been established as well among Sinclair friends. It takes place in the §Dorfgemeinschaftshaus, Bruchstraße, 34466 Nothfelden (Wolfhagen). <http://www.joyce.de/ag/klubtreffen.htm>

24th - 26th March 2017 21. ZX Team Meeting

The meeting of the ZX81 friends has been already developed long ago to a meeting of all Sinclair friends, usually with more than 40 participants. According to experience mainly hardware-fans will see a lot. There is no official website about, this is an insider-meeting. Here is the adress:

Rhönhaus Mahlerts, Mahlertser Strasse, 36145 Hofbieber

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